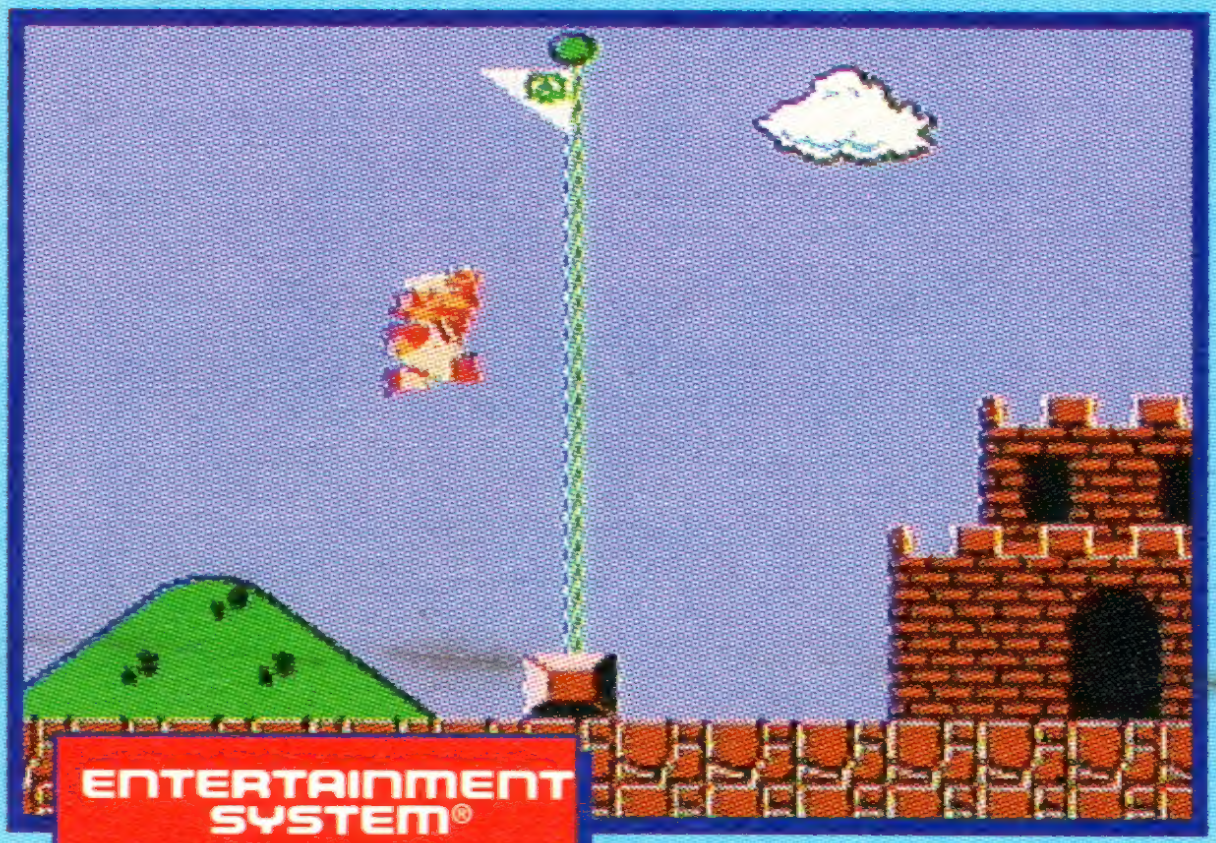
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

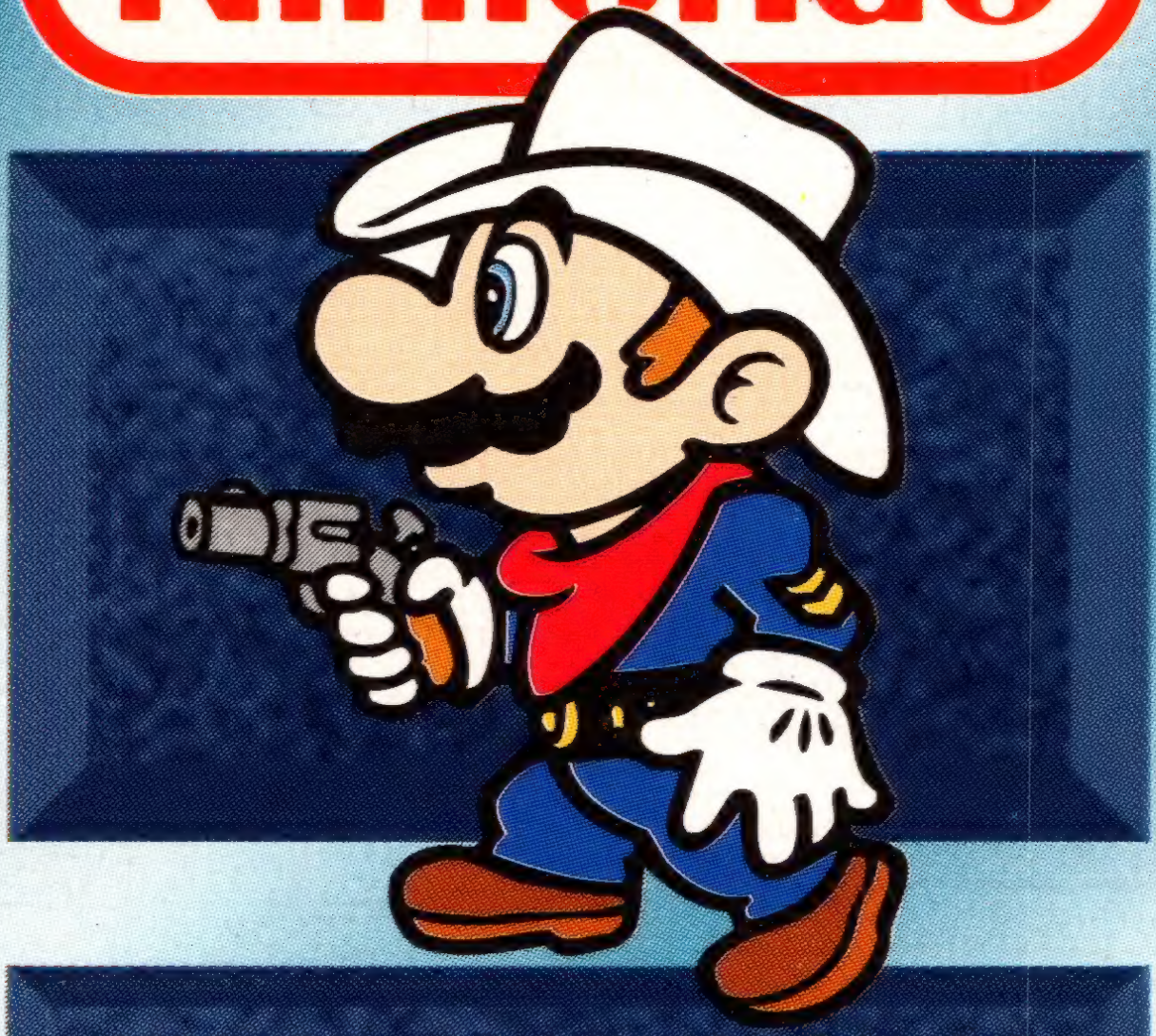


Jump on the flag at the end of a level to set off the fireworks. If the last number under the 'Time' shows a one, three or a six when you jump, you'll earn extra points.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

In World 1-2 jump over the ceiling instead of going into the pipe. This takes you to a secret warp zone.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

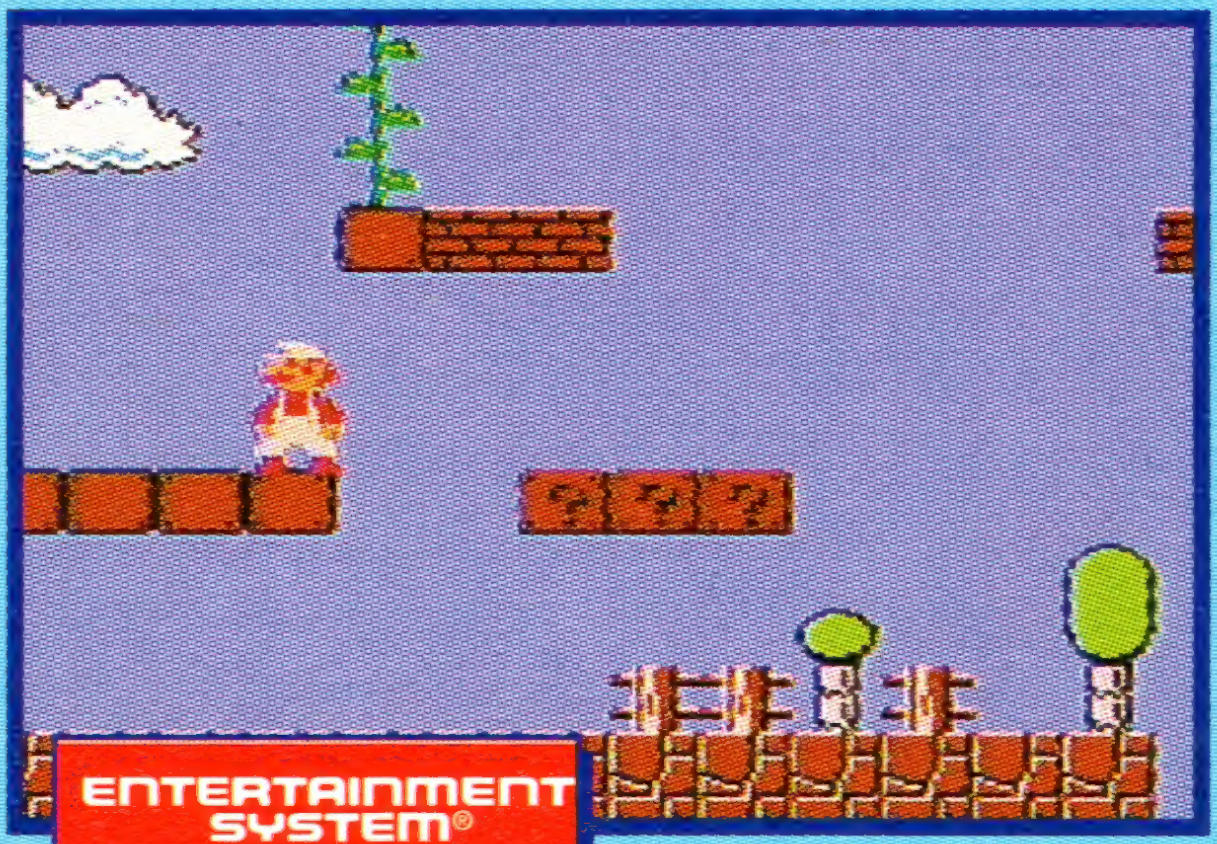
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.



ENTERTAINMENT SYSTEM®

There's a hidden sky bonus level in World 2-1. Use the mystery block to punch the block above, then climb the beanstalk to collect the coins.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

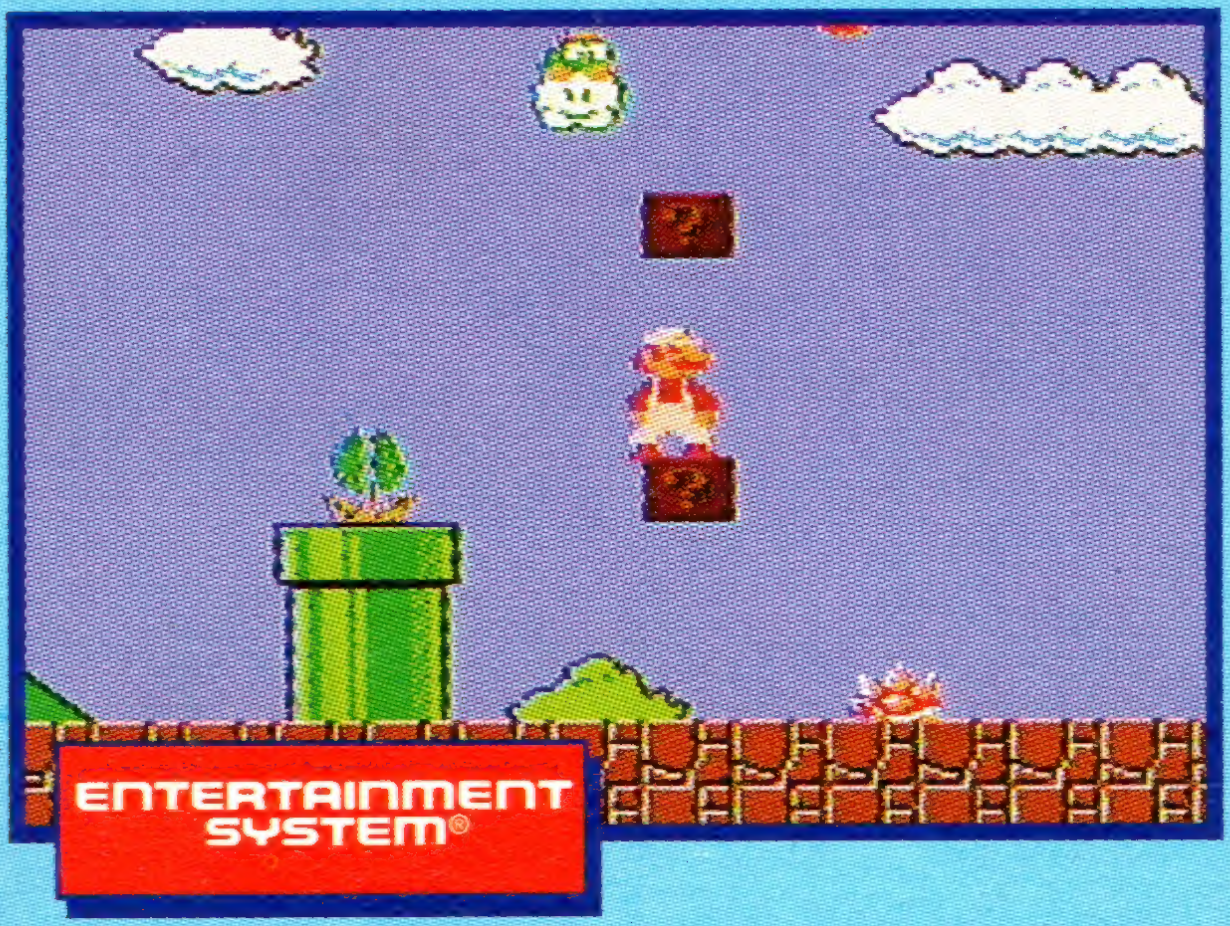
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.



In World 4-1 Lakitu appears from the clouds to drop spiny eggs on Mario. He can only be destroyed by jumping on him from above.

MERLIN COLLECTIONS

Nintendo®

4

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

If you're running out of lives collect as many coins as possible. Smash this hidden block in World 4-2 for multiple coins.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

In World 4-2 walk past the pipe into this hidden area and a secret warp. You can now zoom ahead to World 5.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

Get to the Warp Zone in World 4-2 by finding the hidden blocks that reveal the beanstalk.

Nintendo®

7

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

Climb up and the hidden beanstalk in World 4-2 and Mario can warp to Worlds 6, 7 and 8.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

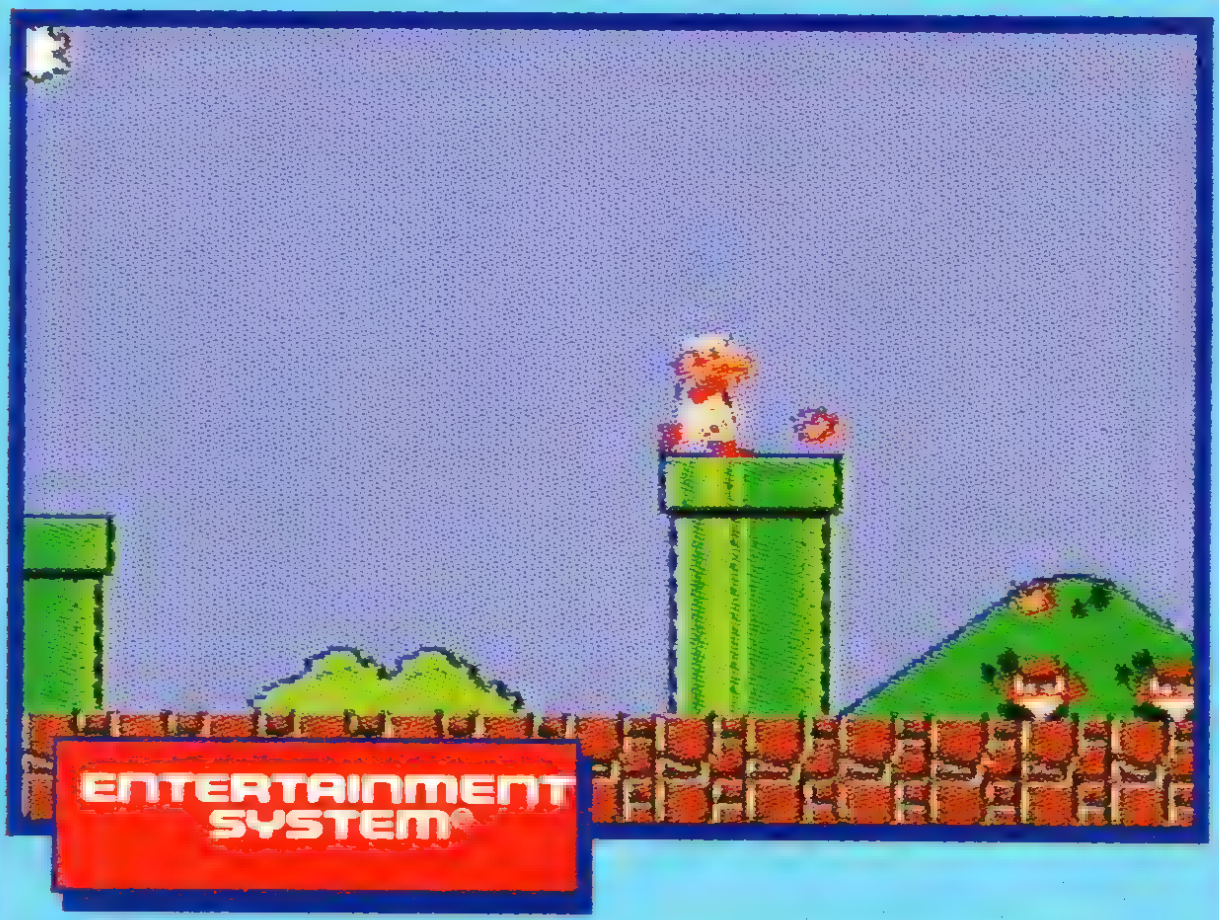
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.



Collect fire flowers to turn Mario into Fire Mario. Our Italian hero can kill enemies from a distance.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

In world 1-2 avoid enemies by knocking a hole in the blocks and running along the ceiling.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

To jump over massive obstacles, grab a trampoline and bounce over the top. You can pick up the trampoline and take it with you.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

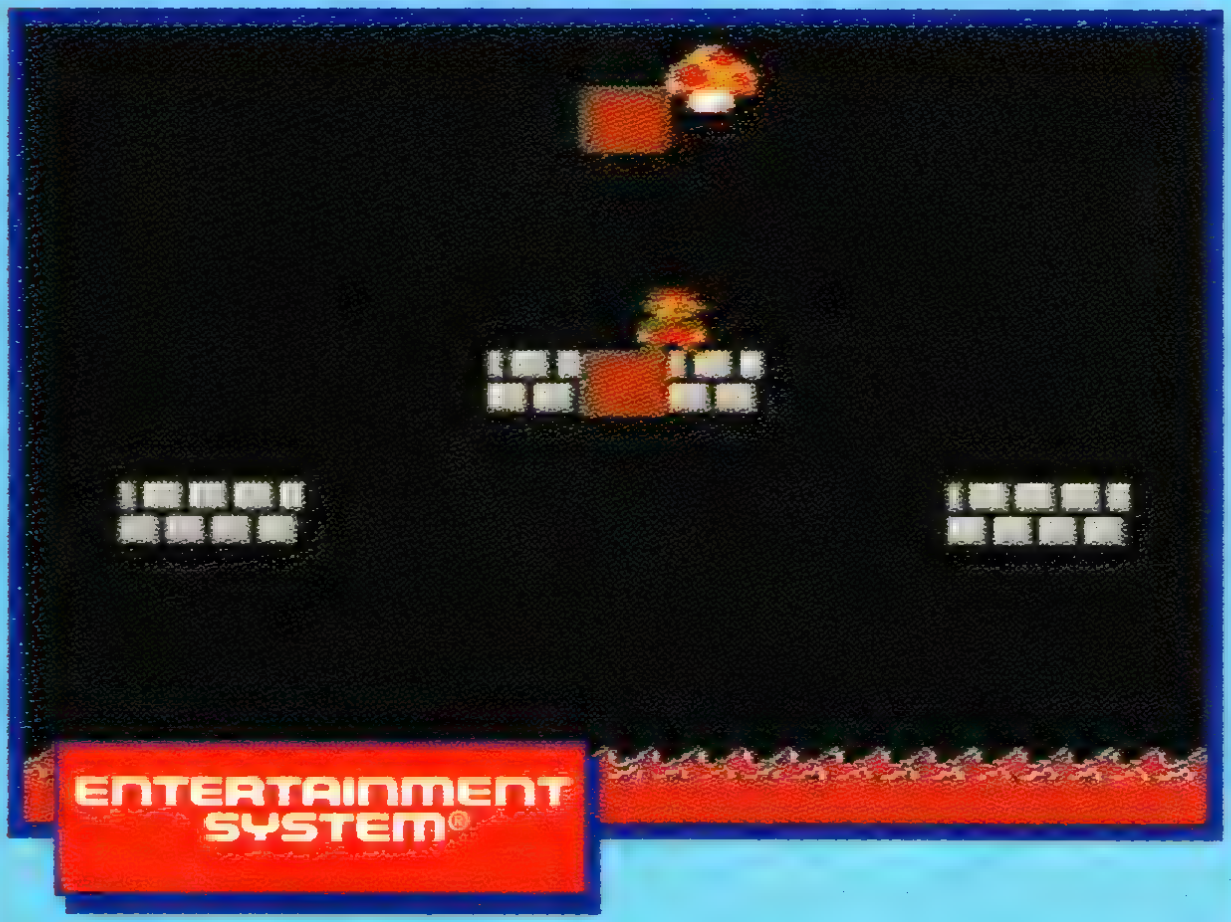
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.



To transform Mario into Super Mario grab the special power-up mushrooms hidden in the blocks marked with a ?

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

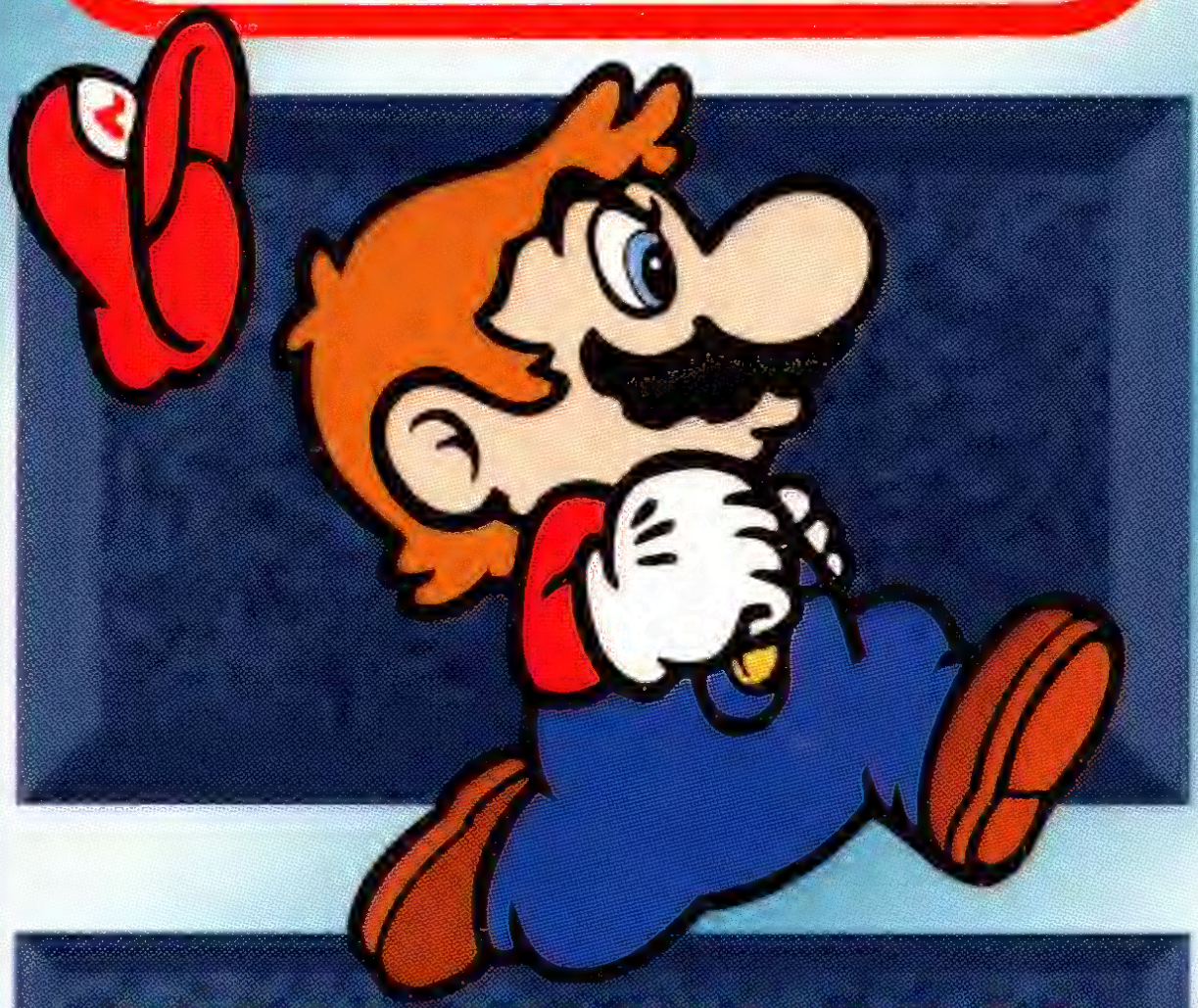
The aim of the game is to rescue Princess Mushroom who's being held hostage by the wicked Bowser? She is hidden in one of the game's eight castles... but which one?

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

There are many pipes hidden in the game. Some are decoys but others lead to secret rooms full of power-ups. If you've time, explore every pipe — you never know what you may find!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

These two creepy koopas are a pair of terrible twins known as the Hammer Brothers. Watch out for their double Hammer attack!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

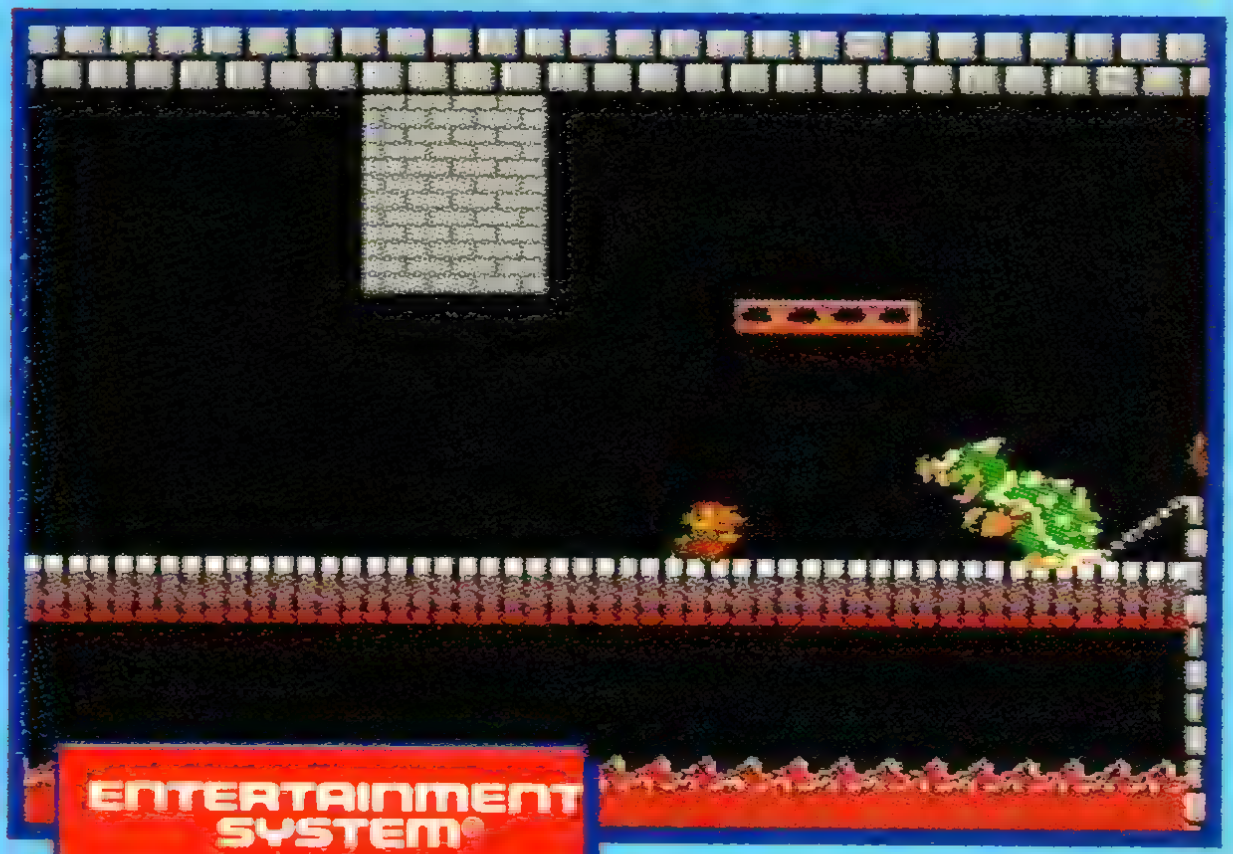
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO BROS.



ENTERTAINMENT SYSTEM®

You face many versions of Bowser along your way — though only one is real. Here in World 3-4 Mario overcomes one of the many decoys.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

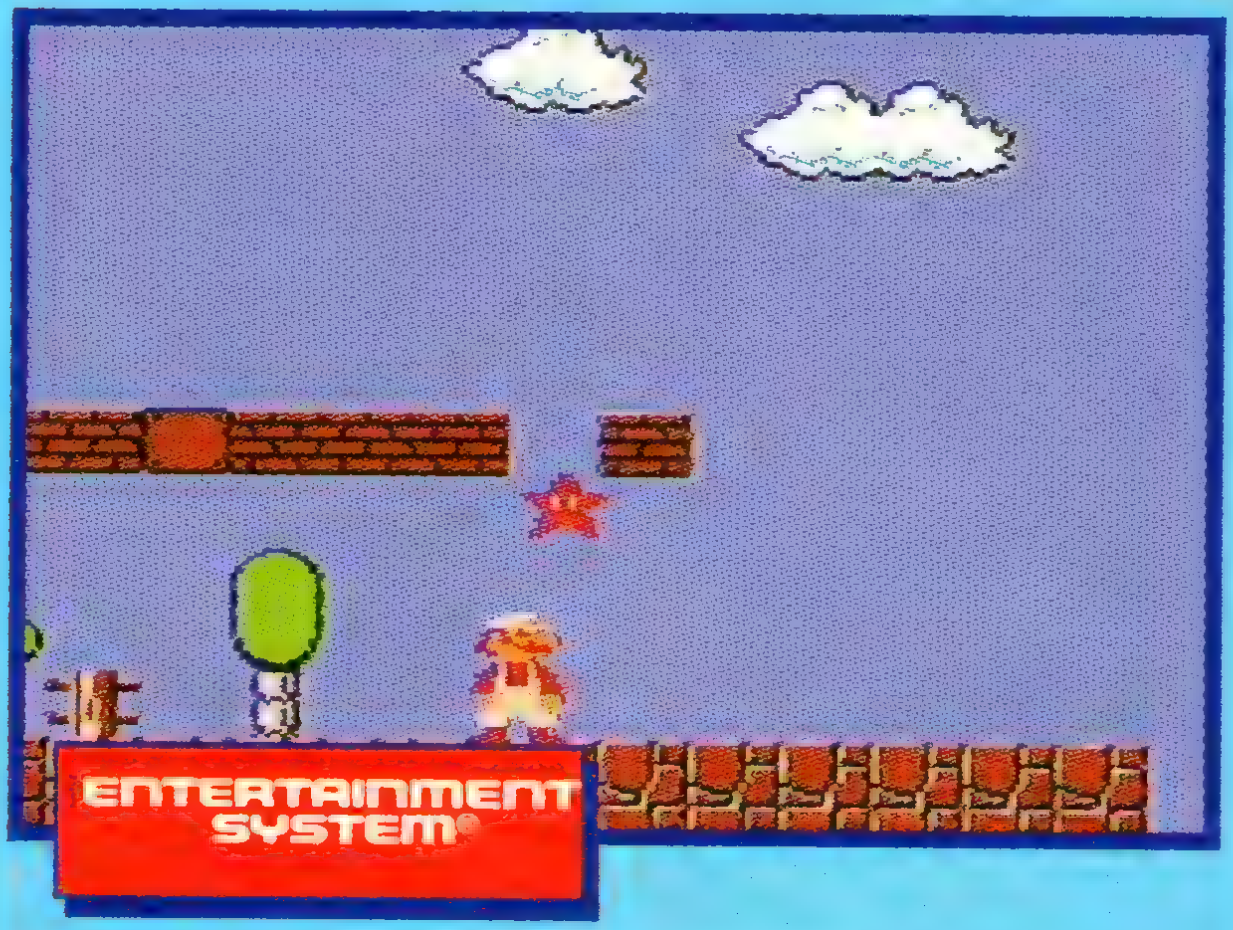
Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

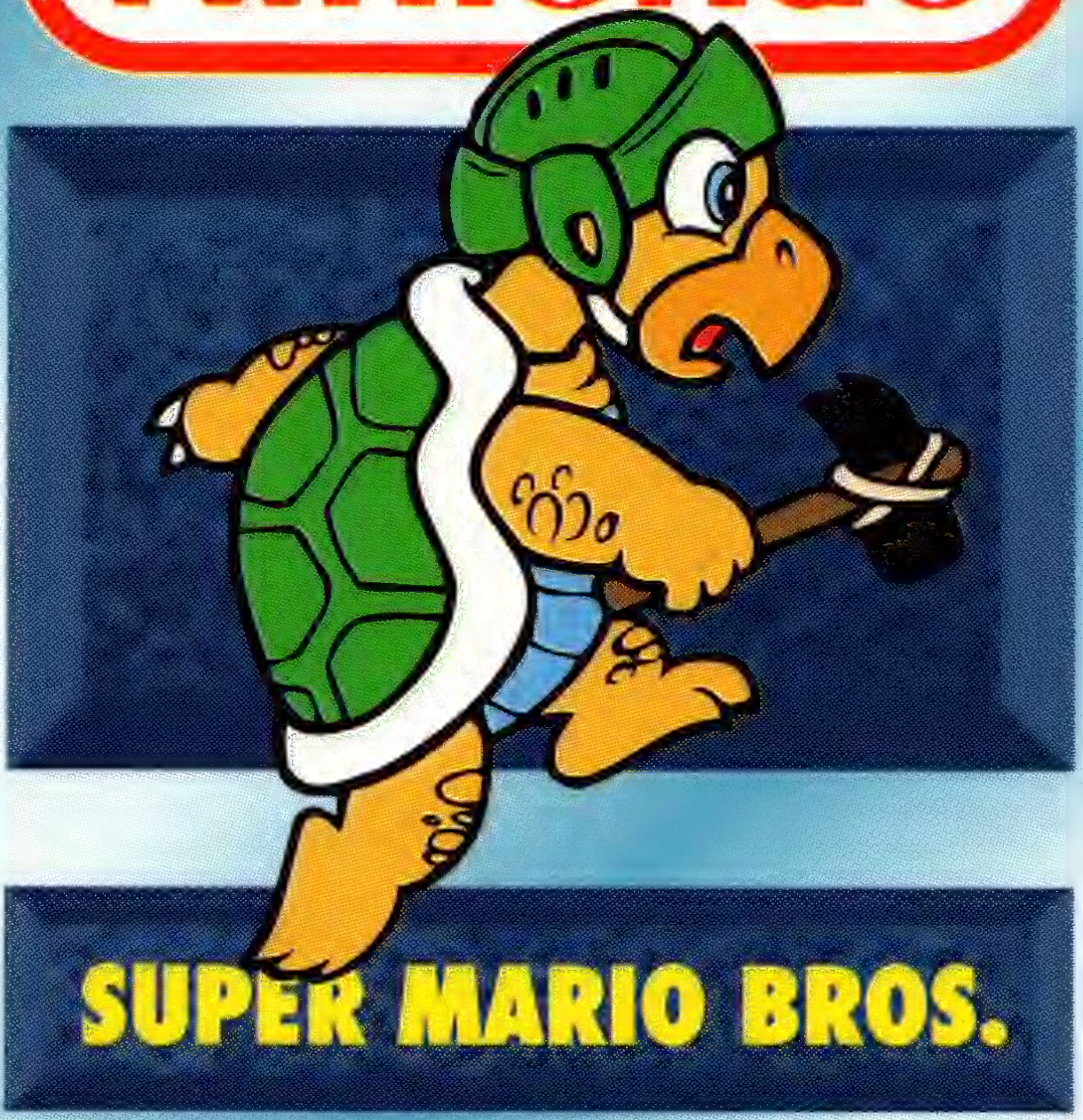


The ultimate power-up is an invincibility star. As soon as Mario grabs this handy pick-up he is temporarily invulnerable to damage.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

Hidden throughout the game are special blocks containing extra lives. You can recognise 1-Ups by the unusual colour of the mushroom.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

After you've defeated Bowser, in World 8-4, Princess Mushroom rushes onto the screen and shows her appreciation.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS.

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS.

In the two-player mode, Mario's brother, Luigi, joins in the action. By grabbing Super Mushrooms he turns into Super Luigi.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

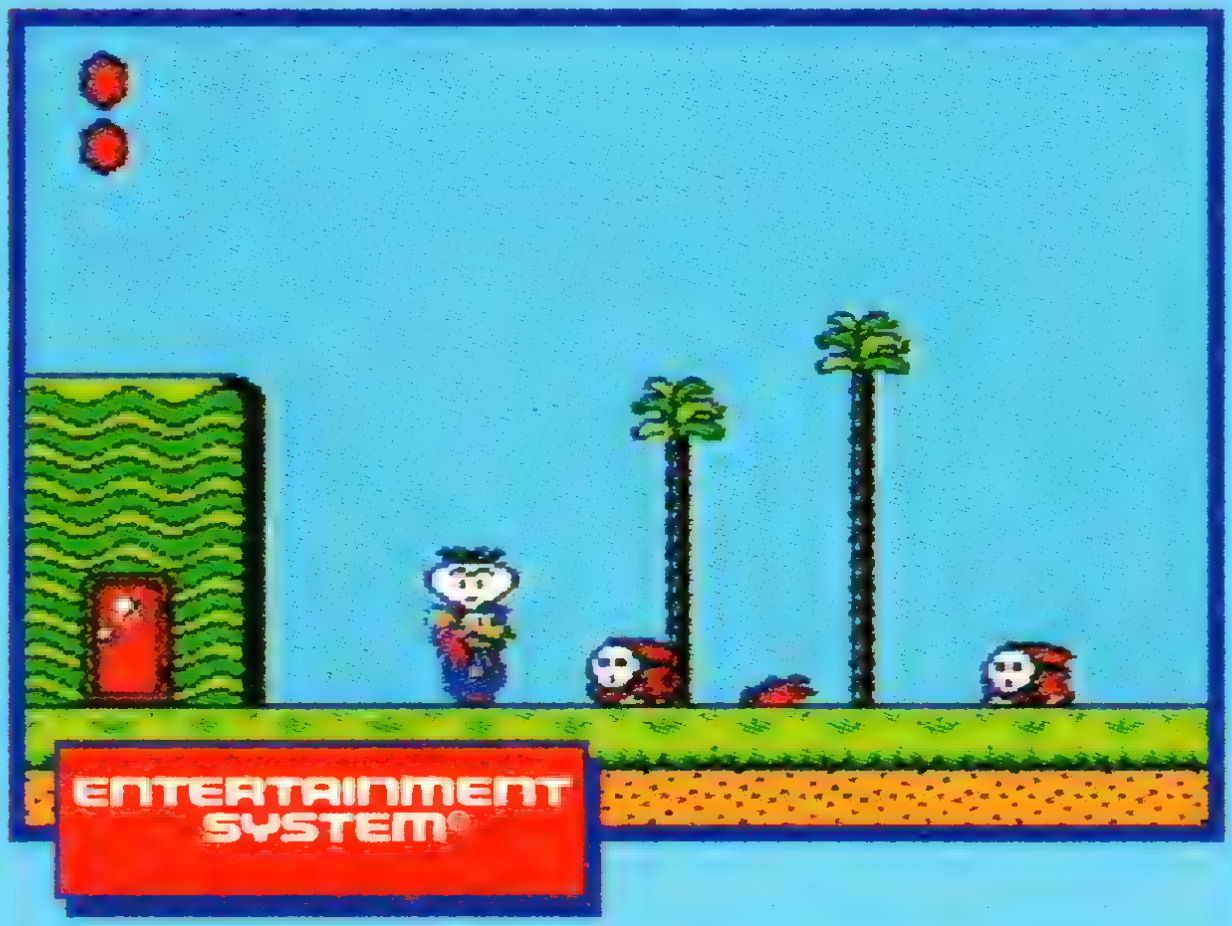
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



Get radishes or turnips from grassy patches by pressing the [B] button. Press [B] again to throw them at your enemies.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

You can choose to be Mario, Luigi, Princess Toadstool or Toad when fighting to regain the kingdom. Each character has different strengths and weaknesses.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

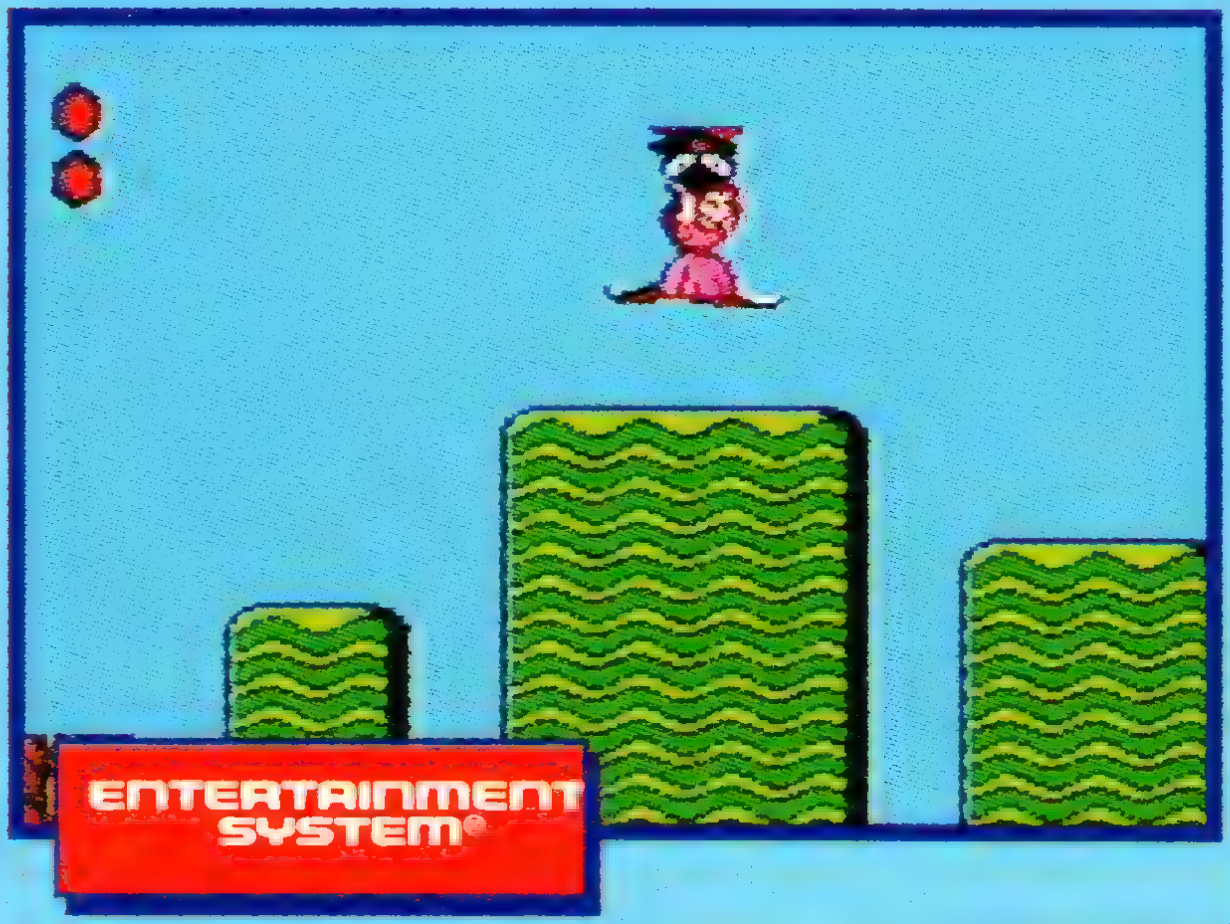
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



In *SMB 2*, Mario and his allies run, jump and warp to other worlds — for a a much more relaxing journey, take a trip on a magic carpet!

MERLIN COLLECTIONS

Nintendo®

23

™ & ©1993 Nintendo. All Rights Reserved.

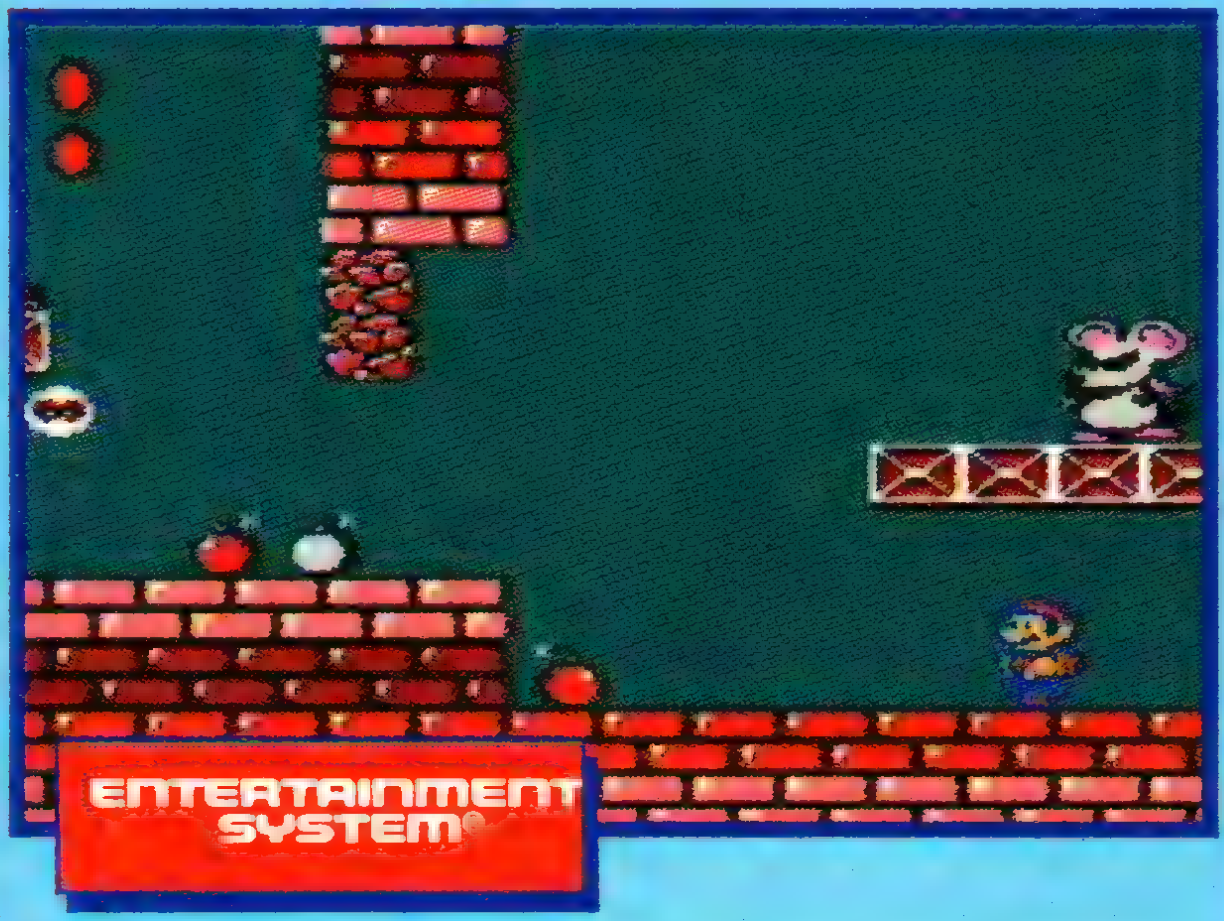
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



When you meet Mouser, give him a taste of his own medicine. catch a bomb and throw it back at him to knock the squeak out of him.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

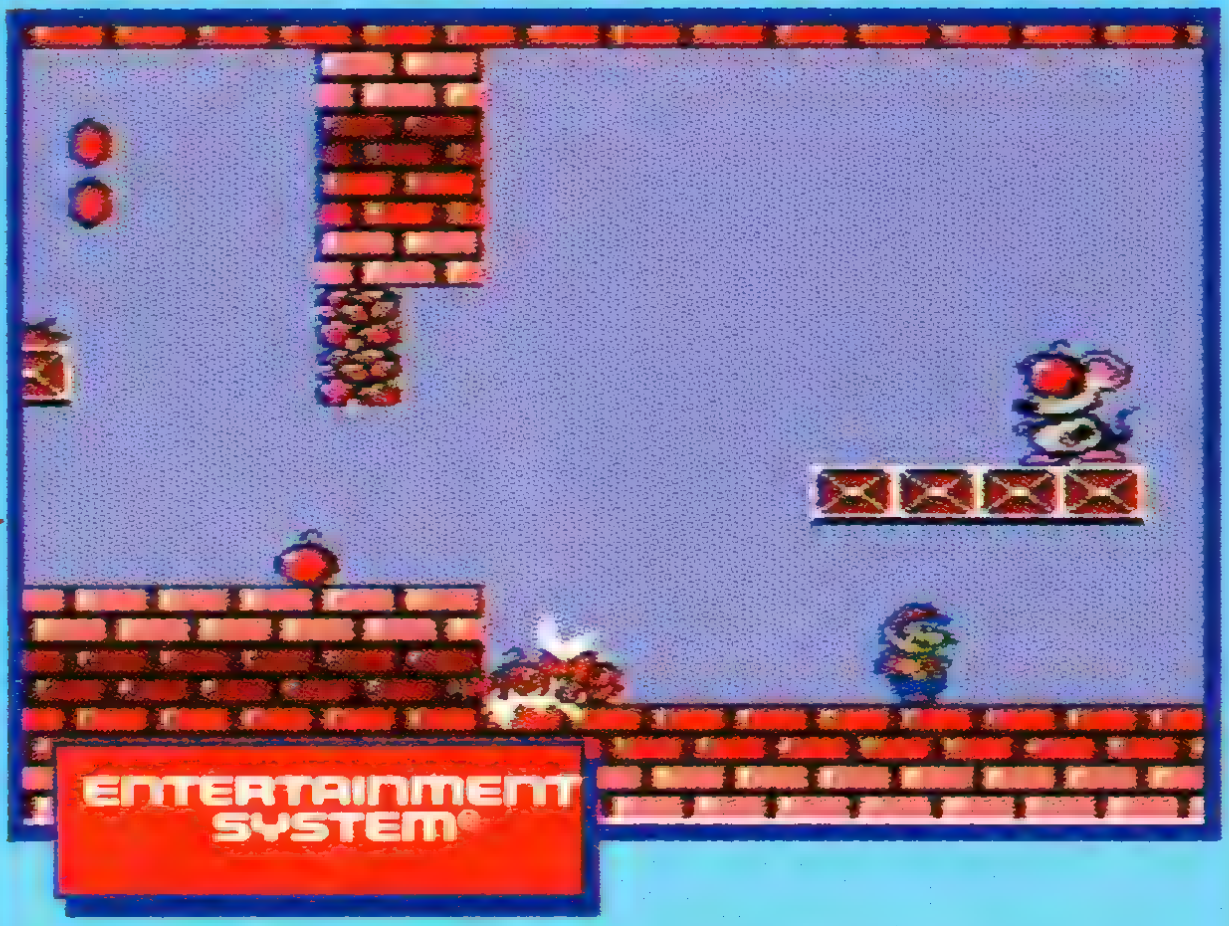
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



Cool-in-the-shades Mouser blasts our hero with explosives. He appears many times in the defence of Wart's evil empire.

MERLIN COLLECTIONS

Nintendo®

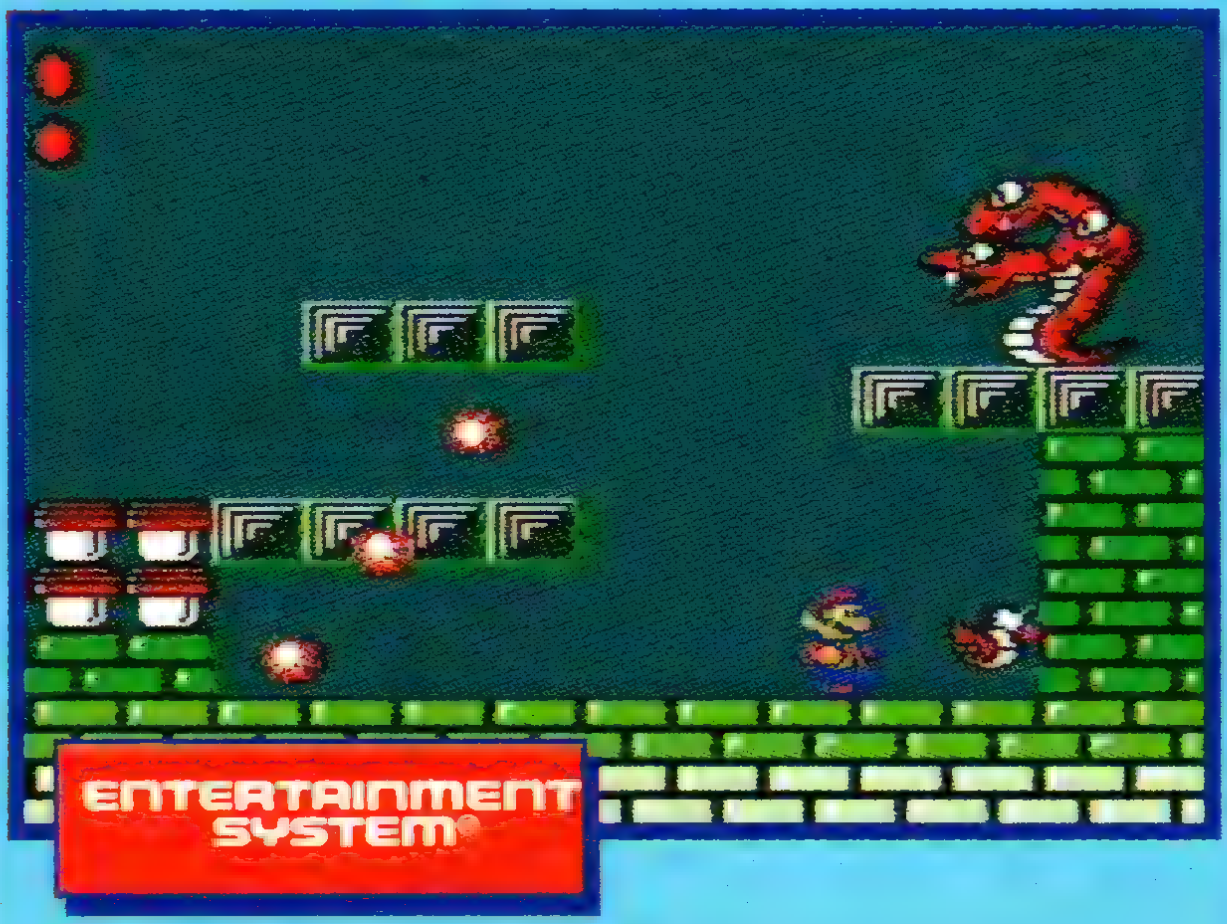
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

SUPER MARIO BROS. 2



Tryclyde is a three-headed, fire-breathing snake found at the end of World 2-3. Beat him by showering him with mushroom blocks.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

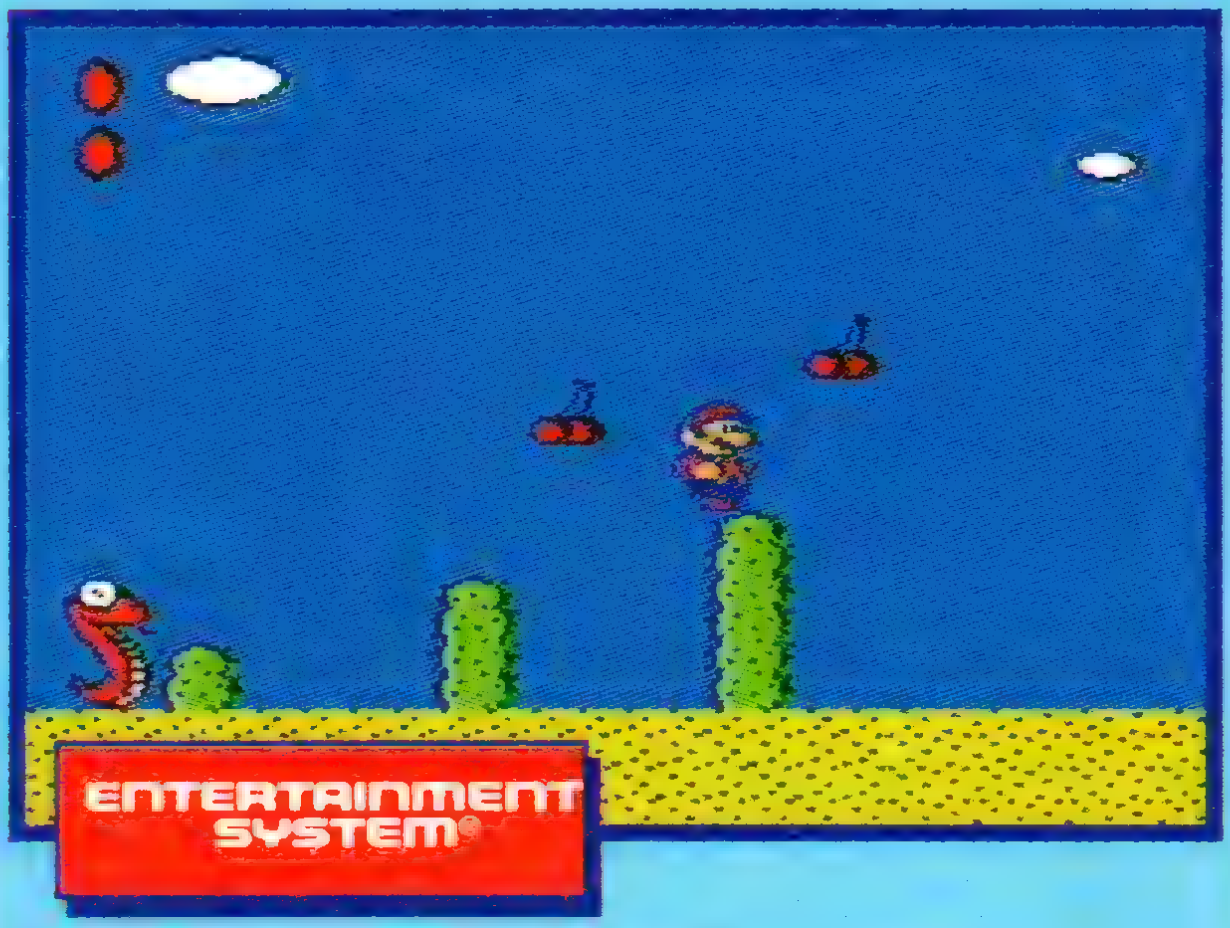
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



The wicked Wart has taken over the dreamland of Sub-Con. As with the Mushroom Kingdom in *Super Mario Bros*, Mario must fight to free the land from the evil enemy.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2

Mario's back with his friends Luigi, Toad and the Princess in this second adventure in the popular platform series. The game features new Warp Zones allowing you to skip worlds!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

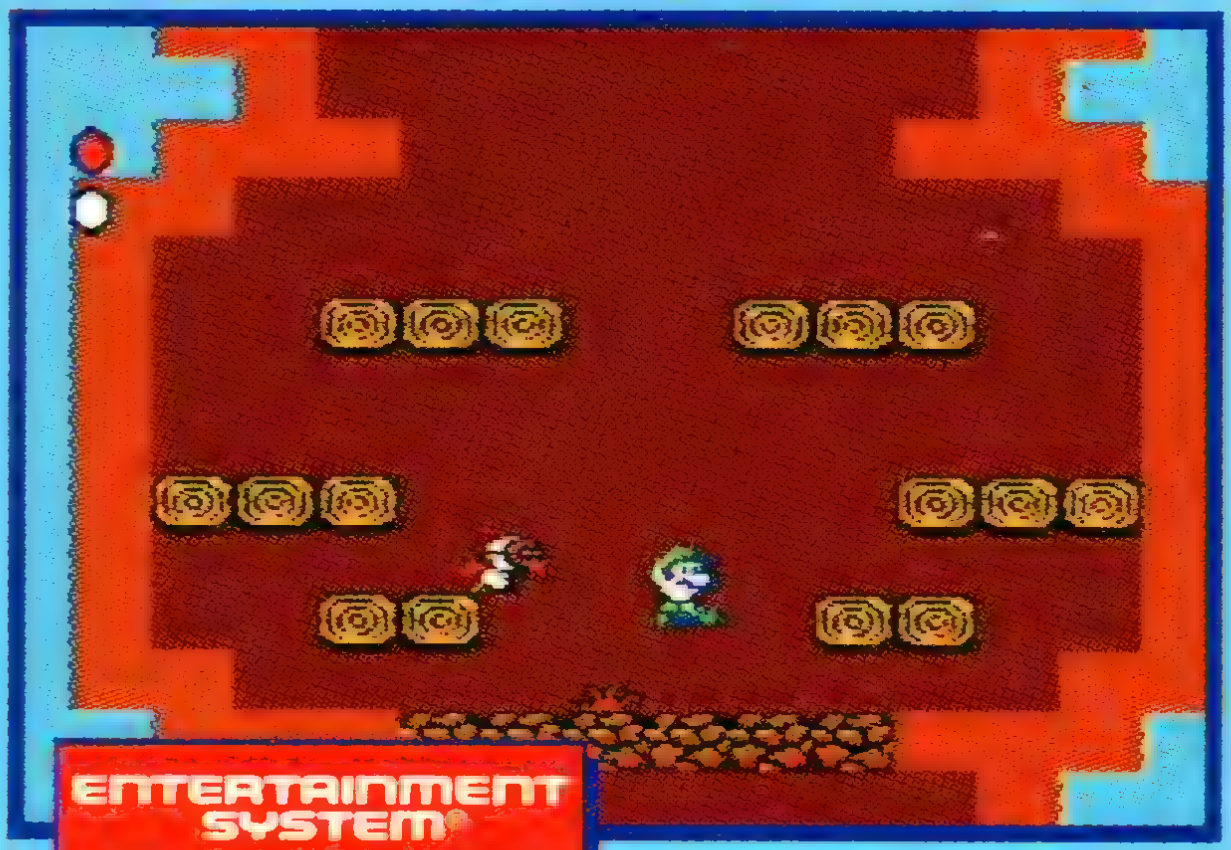
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



In World 1-2 there are two hidden vases. Take off on the flying carpet and you appear here. There is an extra life on the left!

MERLIN COLLECTIONS

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

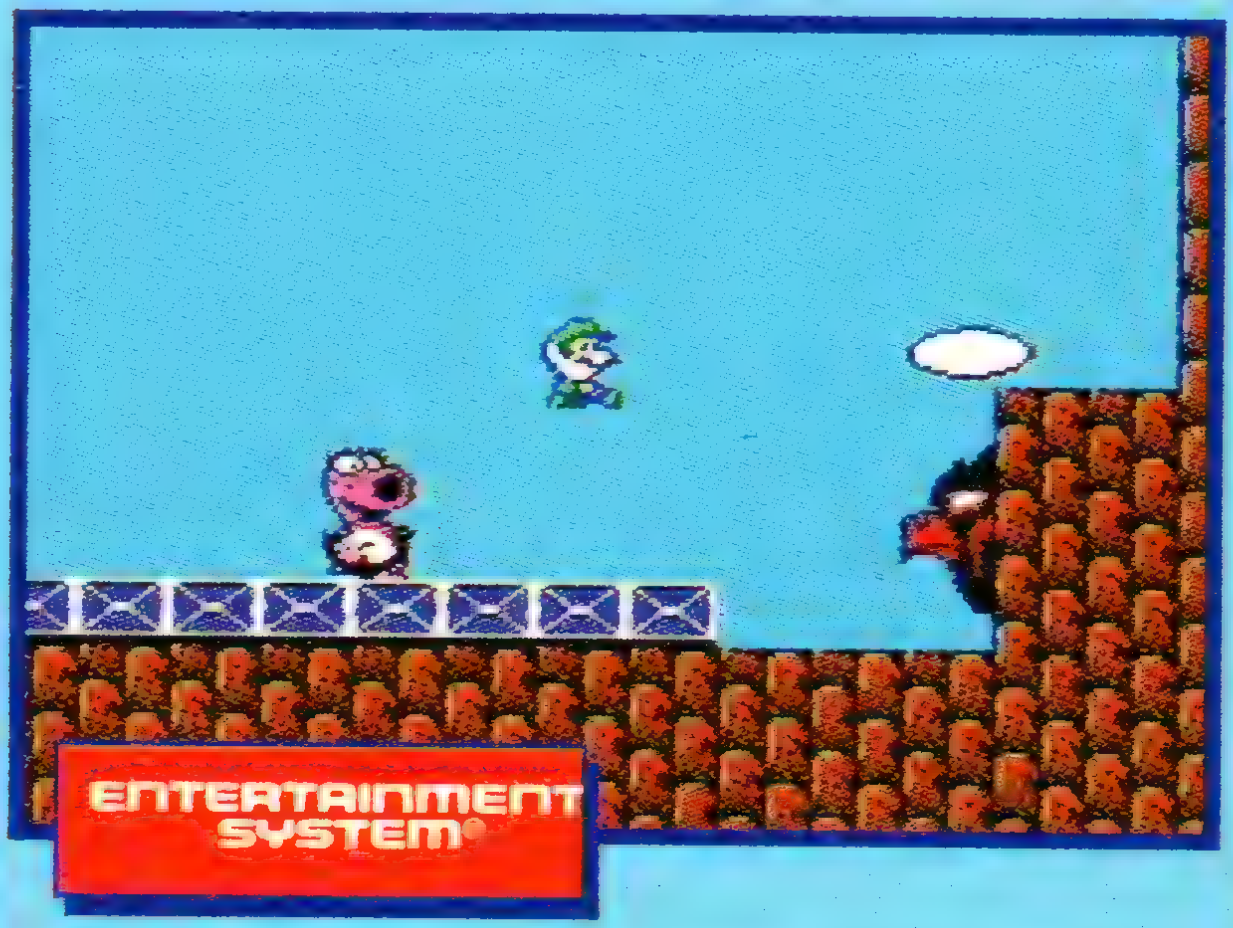
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



Watch out for Ostro — this batty bird thinks he is a girl! He takes great pleasure spitting eggs at Mario and his mates.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

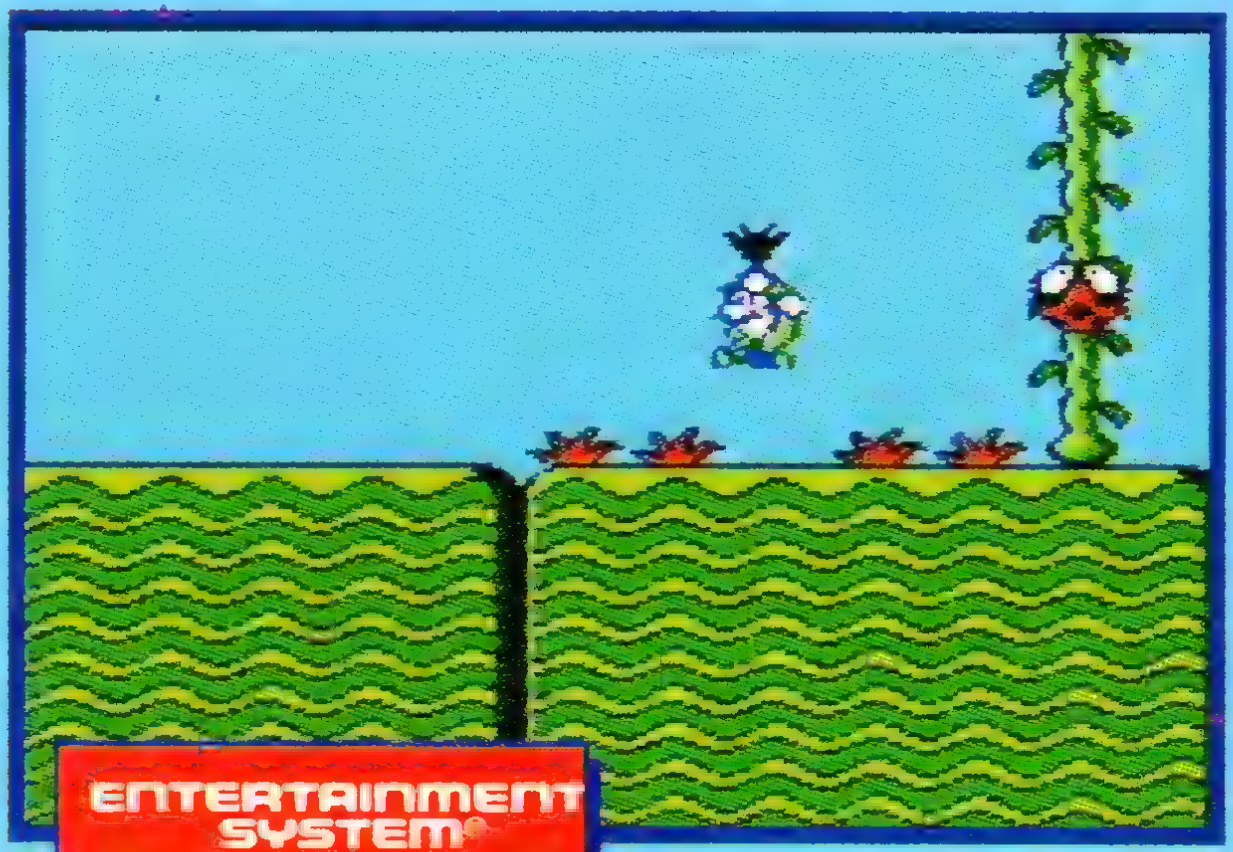
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO BROS. 2



When Mario or one of his friends is over a vine, press [B] and [UP] to climb. If you get an enemy on top of a vine you can throw him off!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

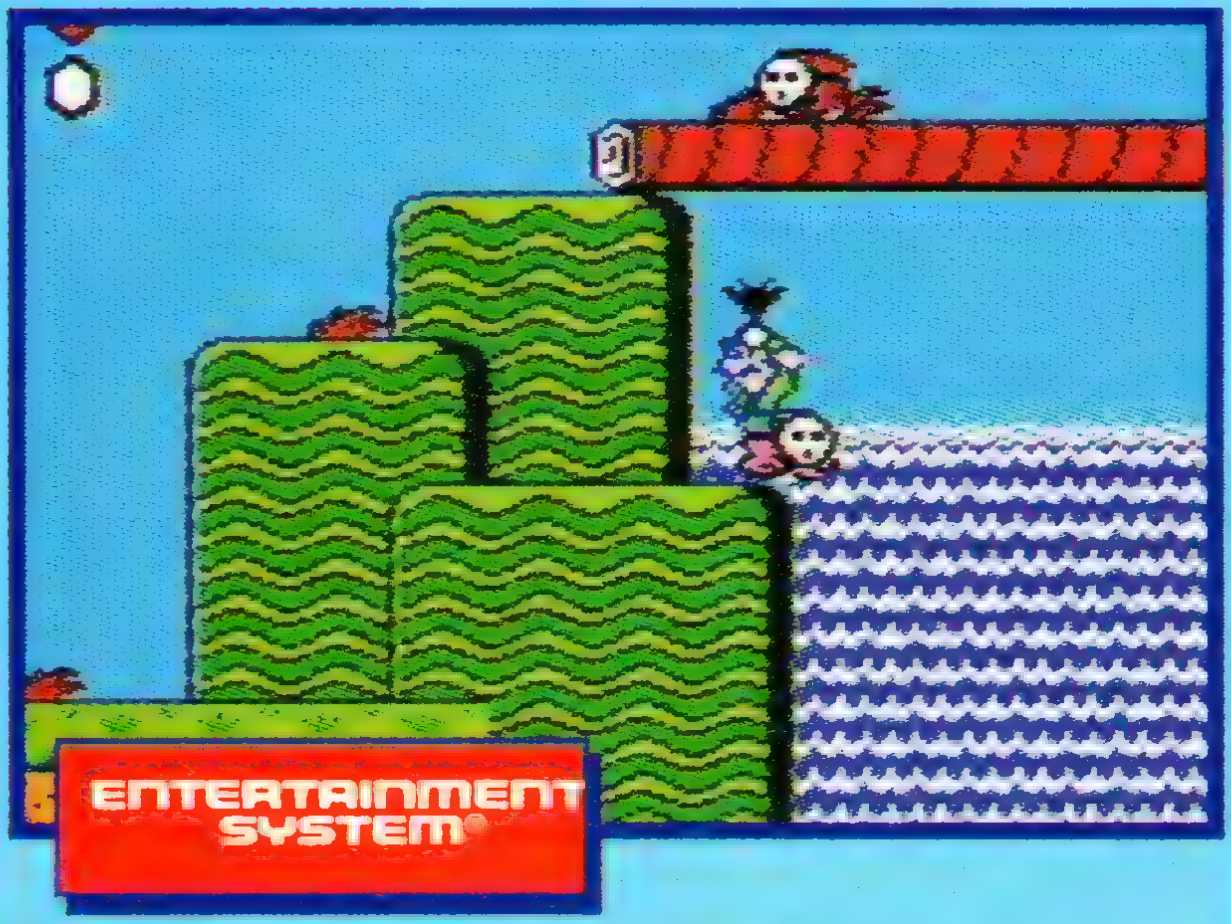
Nintendo®

SUPER MARIO BROS. 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 2



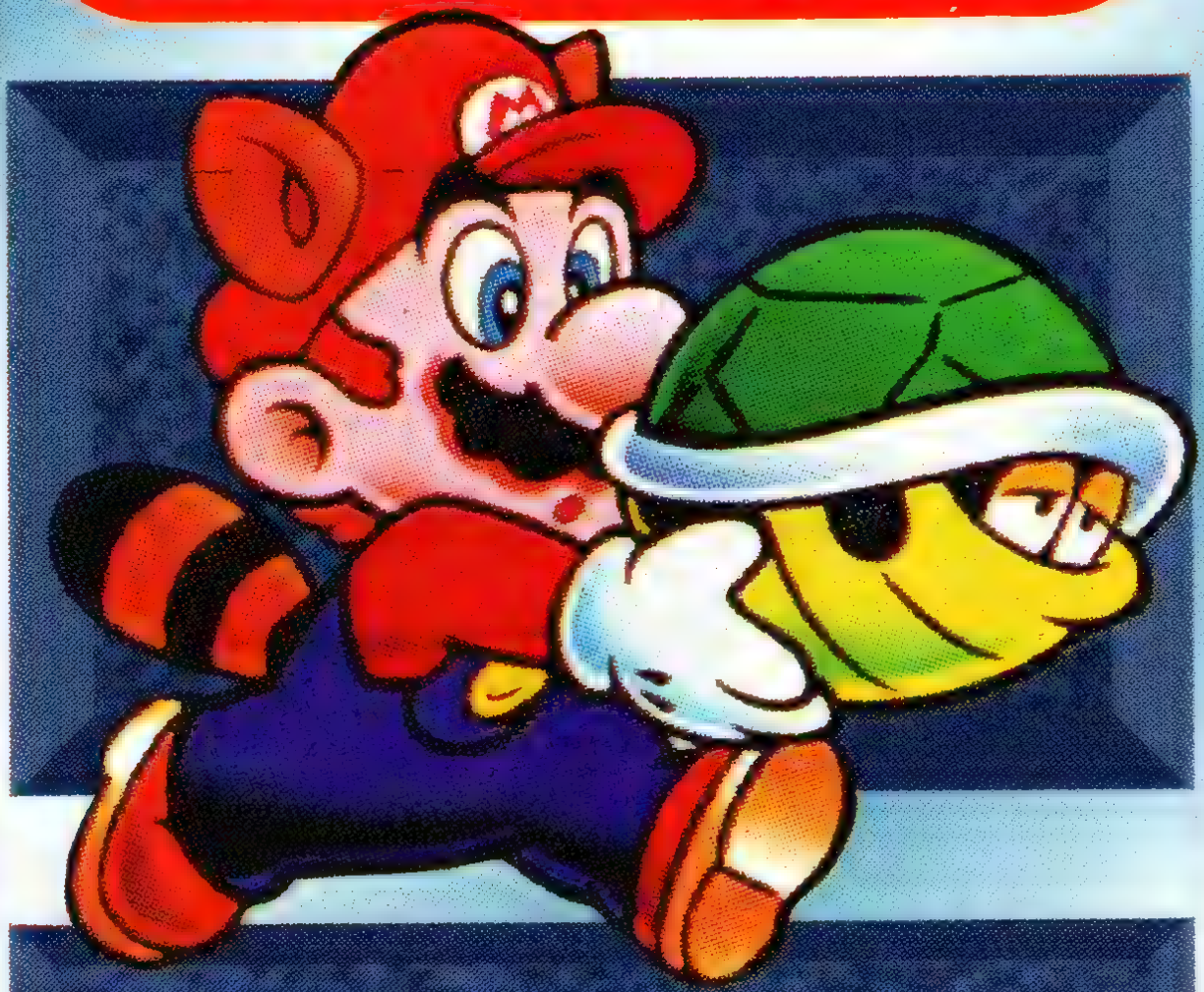
The enemy on top of the bridge is a Shyguy — a member of the 8-bit club! Although he wears a mask he's anything other than shy — he really enjoys beating up Mario!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

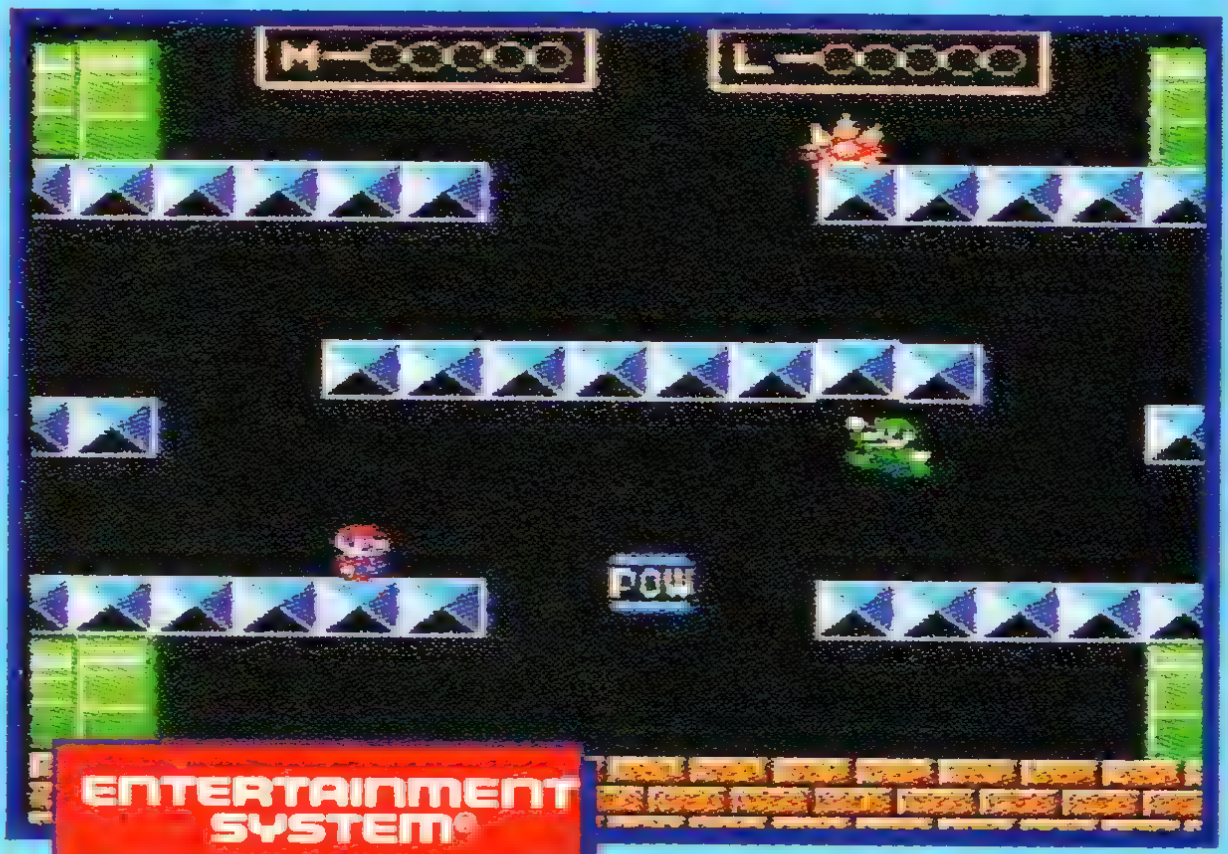


SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



ENTERTAINMENT SYSTEM®

To play a version of the original *Mario Bros* game, choose two-player mode and when both players are in the same space on the world map, press [A].

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

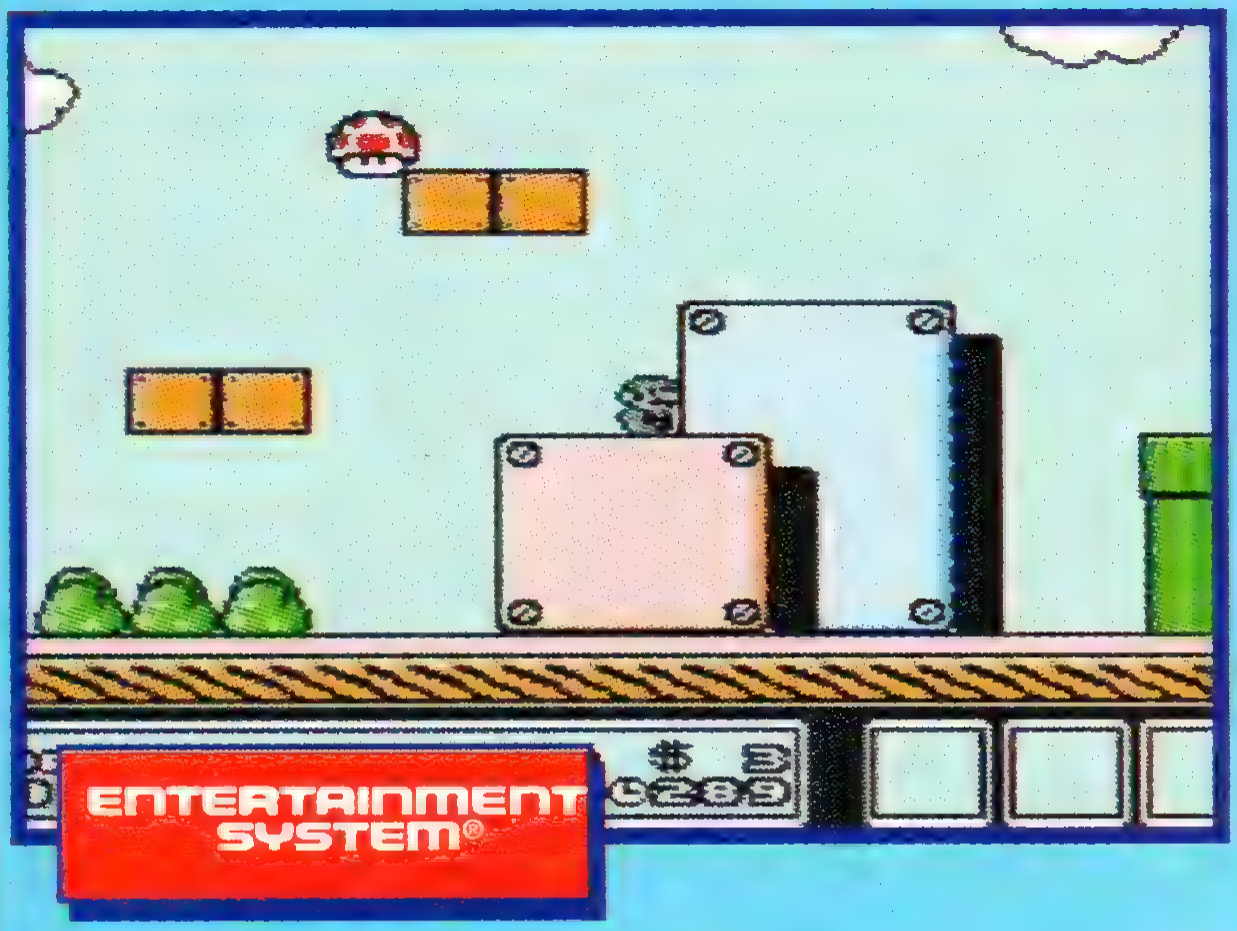
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



Collect your first mushroom at the start of World One. As Super Mario you can run faster, jump further and take one hit before dying.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

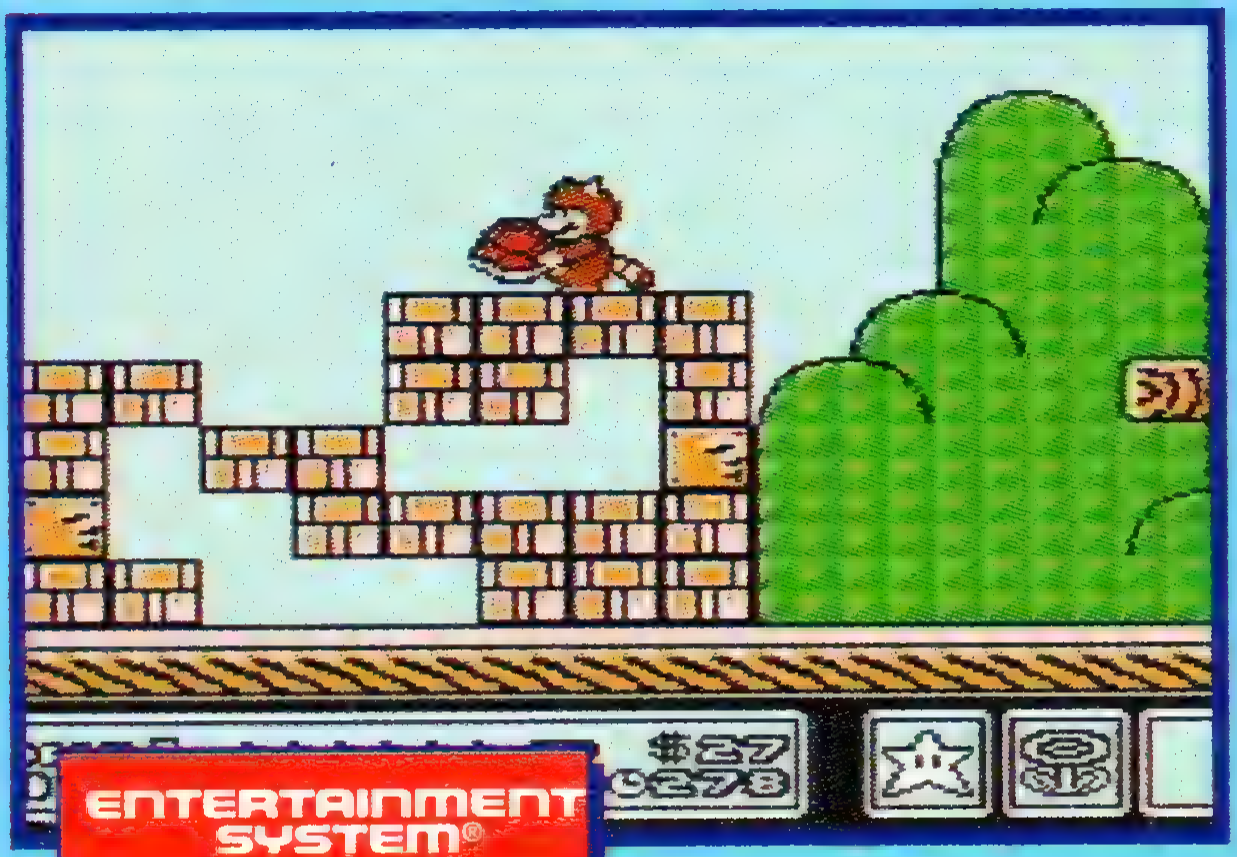
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



ENTERTAINMENT SYSTEM®

Press [B] to pick up a stomped Koopa. Carry it around and then release the button to bowl him at enemies or to smash blocks.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

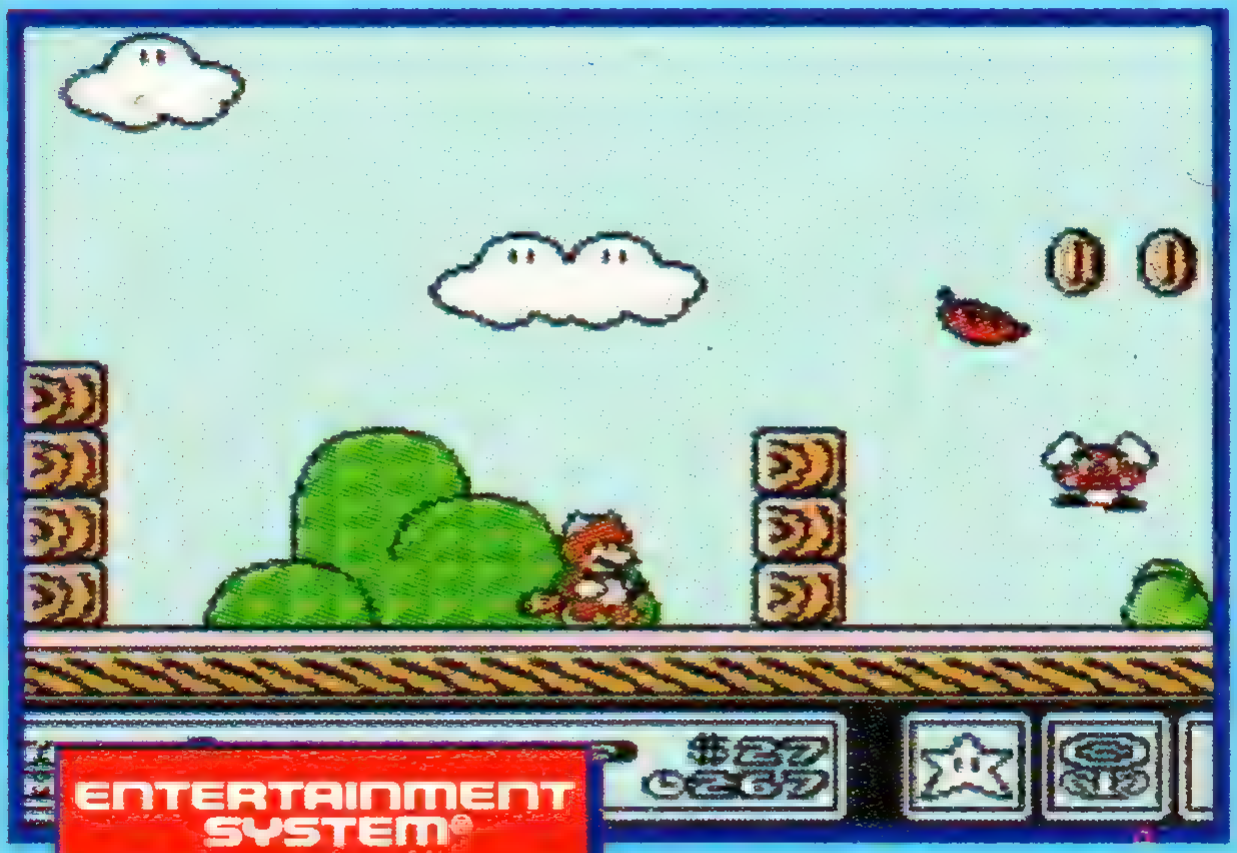
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



Collet a Super Leaf to turn Mario into Racoon Mario. Now he can fly and smash blocks and enemies by waggling his tail.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

Hit the special blocks to reveal power-ups. This Fire Flower turns Mario into the flame-throwing Fire Mario.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

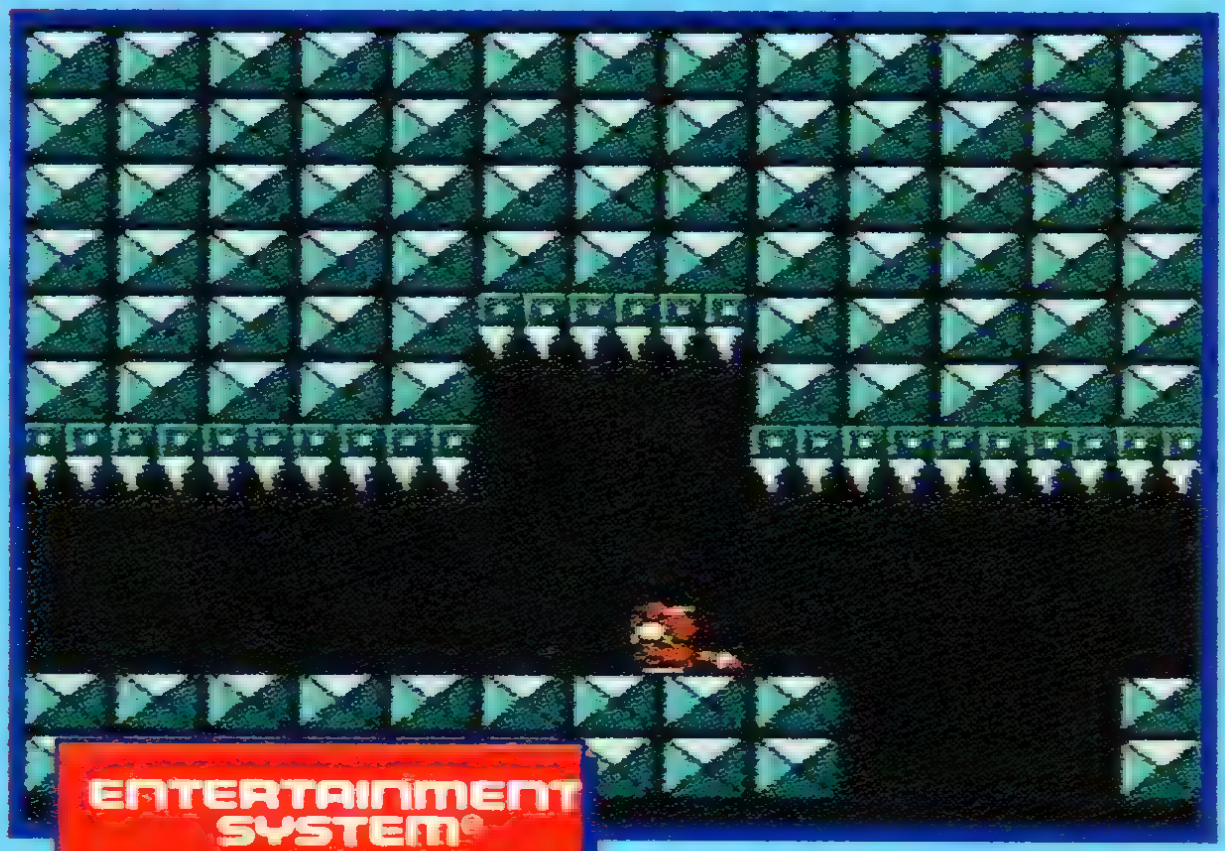
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO BROS. 3



In the World One fortress, take care to avoid the falling ceilings. Stop at the gaps and then run on when it is safe.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

To beat Bowser's brats, jump on their heads three times. Beware of their magical powers though!

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

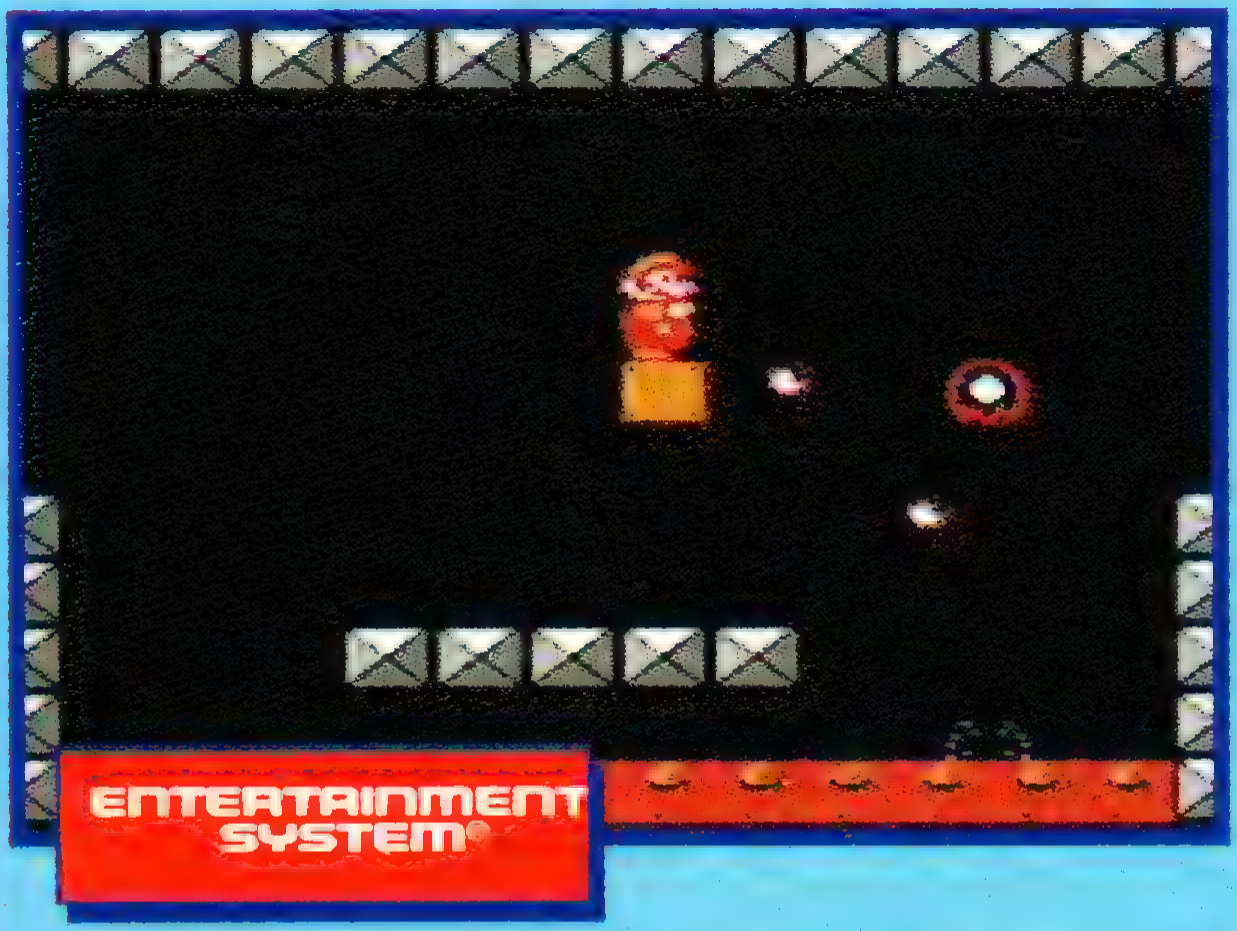
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



Mario must become Fire Mario to have a weapon. Once he picks up the Fire Flower he can throw fireballs.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

King Bowser has stolen the wands from the Kings of the Mushroom World and has turned the kings into animals. Mario has got to use all his powers to save the day.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

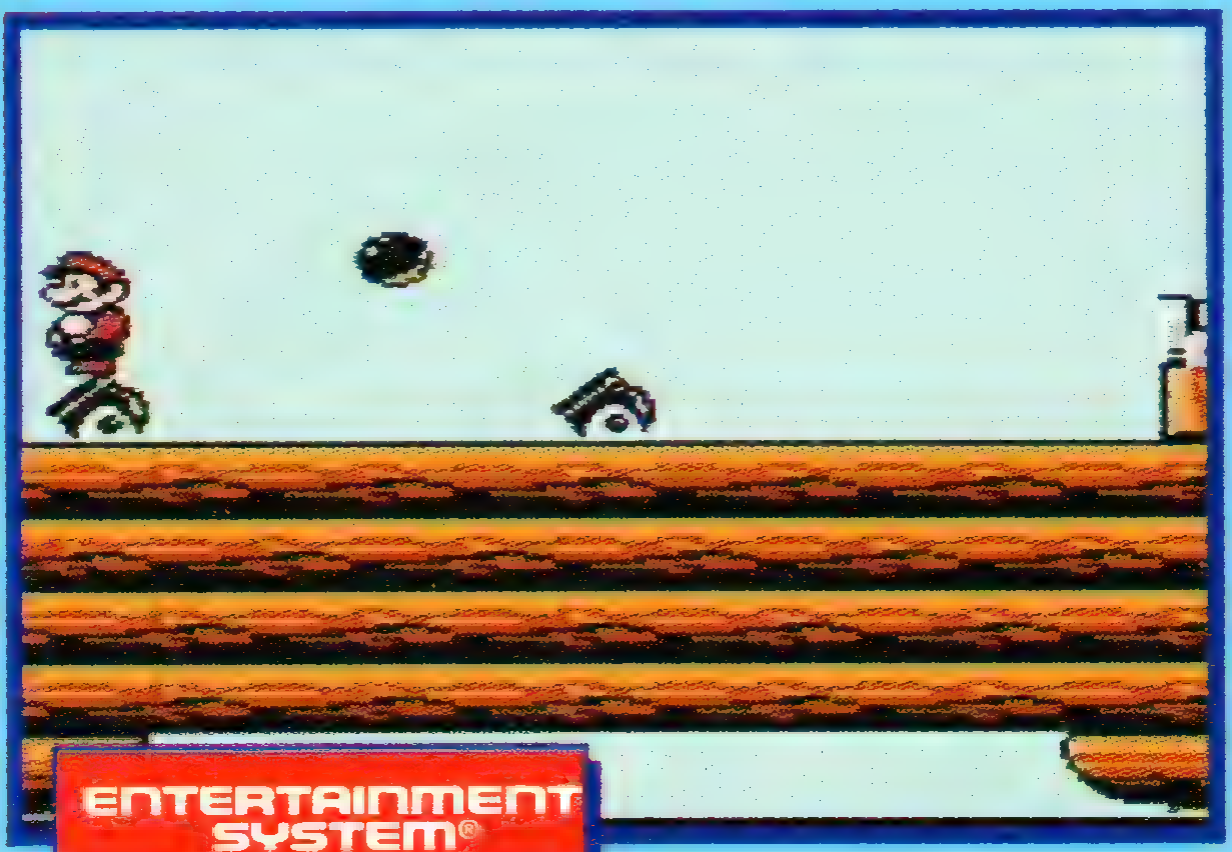
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



On the airship in World One, Mario can gain an extra 100 points by standing on the cannons as they fire.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

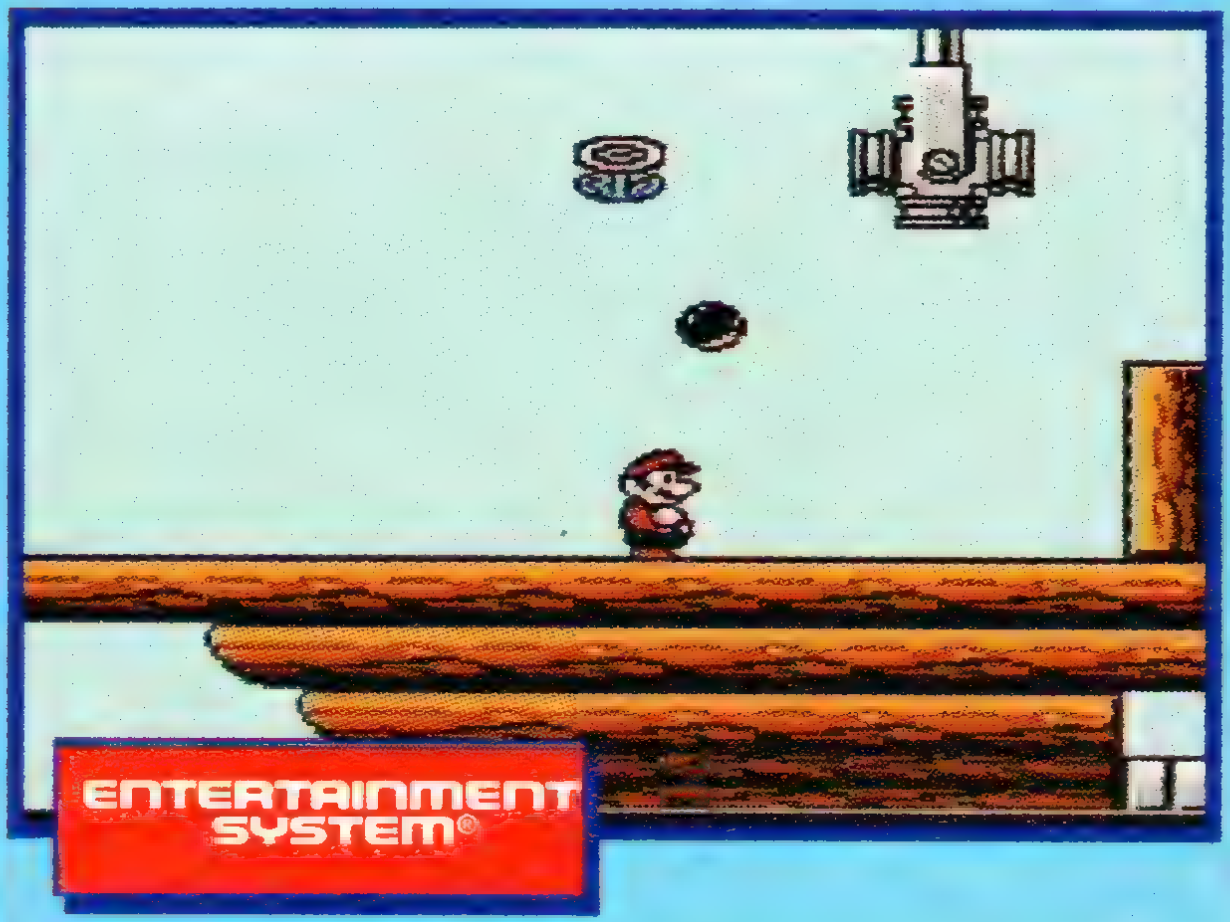
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



The power-up on the airship in World One is the only bonus in this world, so grab it while you can.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

Bowser's brought his kids along to help him. Mario faces one at the end of each world. Defeat each one to get back the stolen wands.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

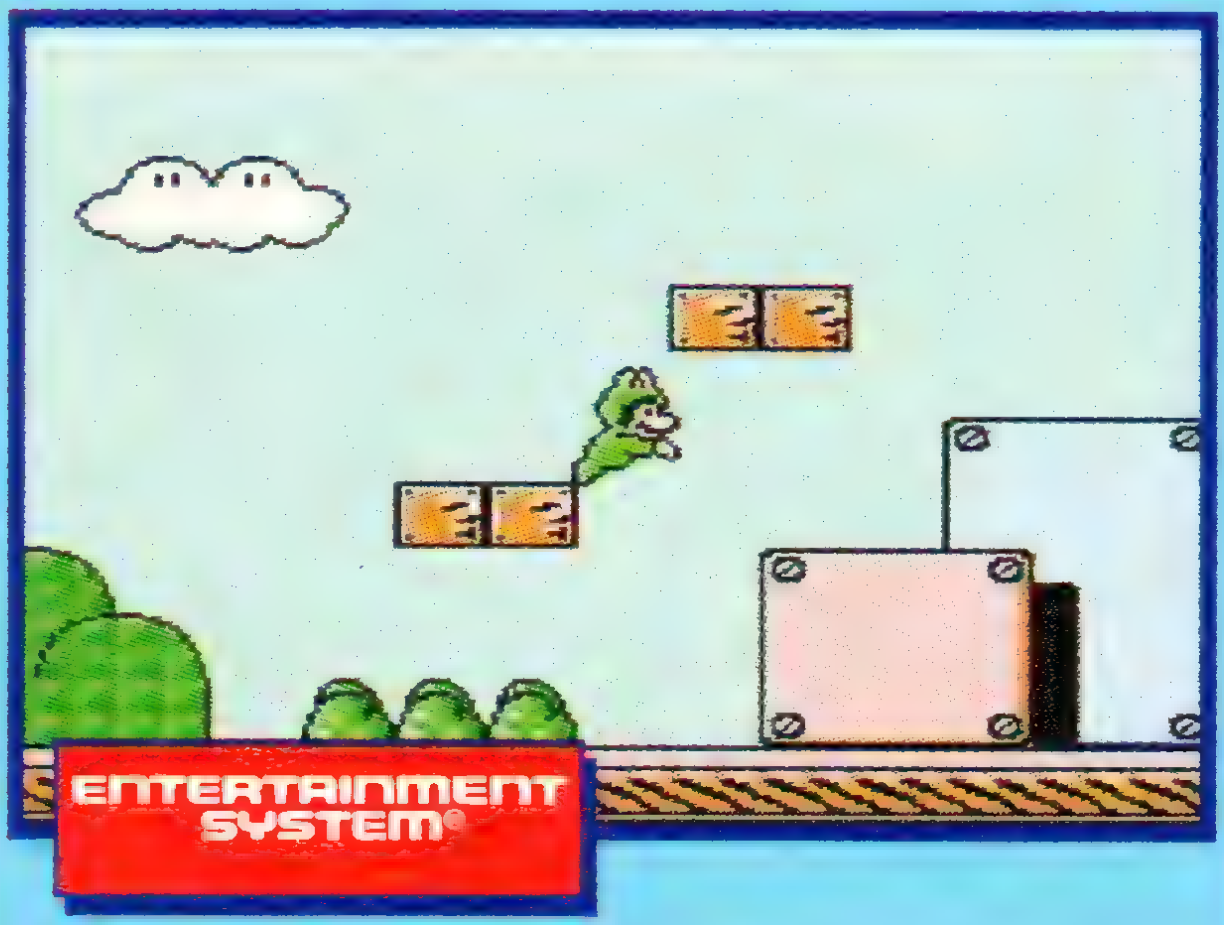
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



Mario can swim without his frog suit but he is better and faster with it. The suit is hidden in an underwater pipe in World 3.9.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

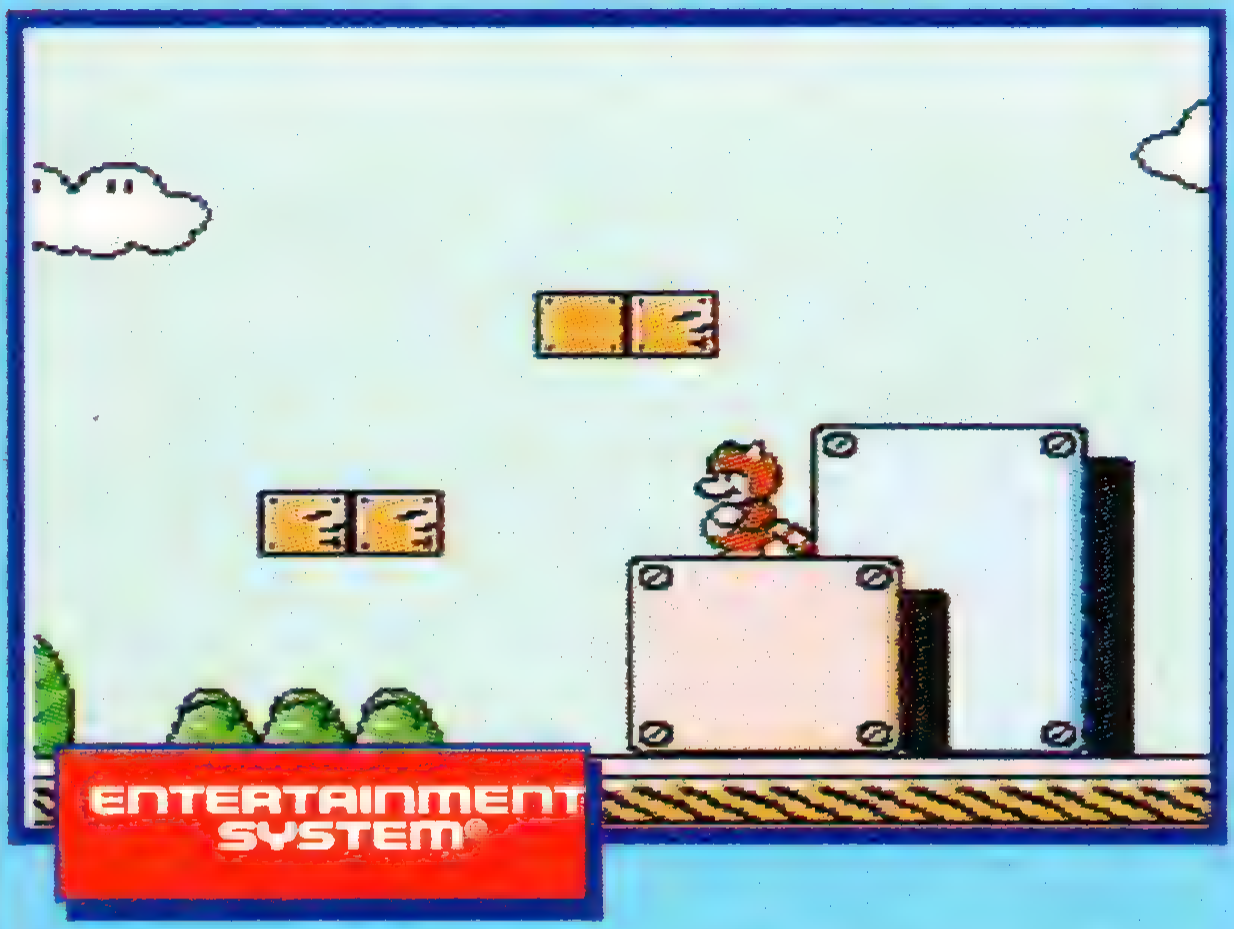
Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3



Tanooki Mario can fly, shake his tail and turn into an invincible enemy-stomping statue.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

Tanooki Mario or Racoon Mario can temporarily fly or float. Run along a ledge and press [A].

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

At the end of each section are three kinds of cards, Mushroom, Flower and Star. Jump up and touch the cards — match three Stars and you get five extra Marios!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

One of the many bonus games is memory match. If two cards match you get the item on the card. You can also play a slot machine-type game for extra lives.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO BROS. 3

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO BROS. 3

In the third Mario adventure a World Map is included to plot your progress plus there's a great two-player game.

MERLIN COLLECTIONS

Nintendo®

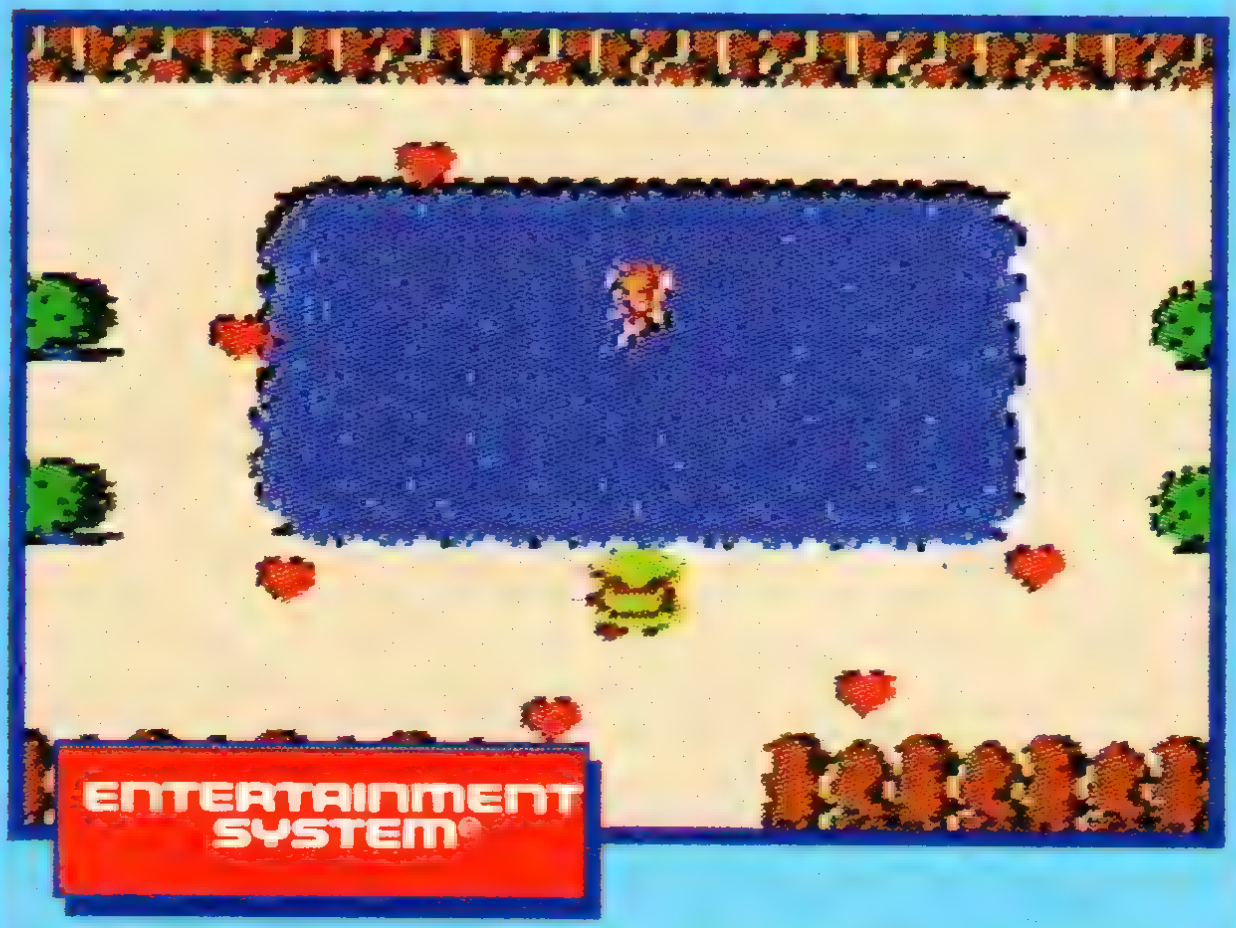
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA



Restore life by meeting the fairy at the fountain. This lovely lady uses her magic powers to turn your white hearts to red.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

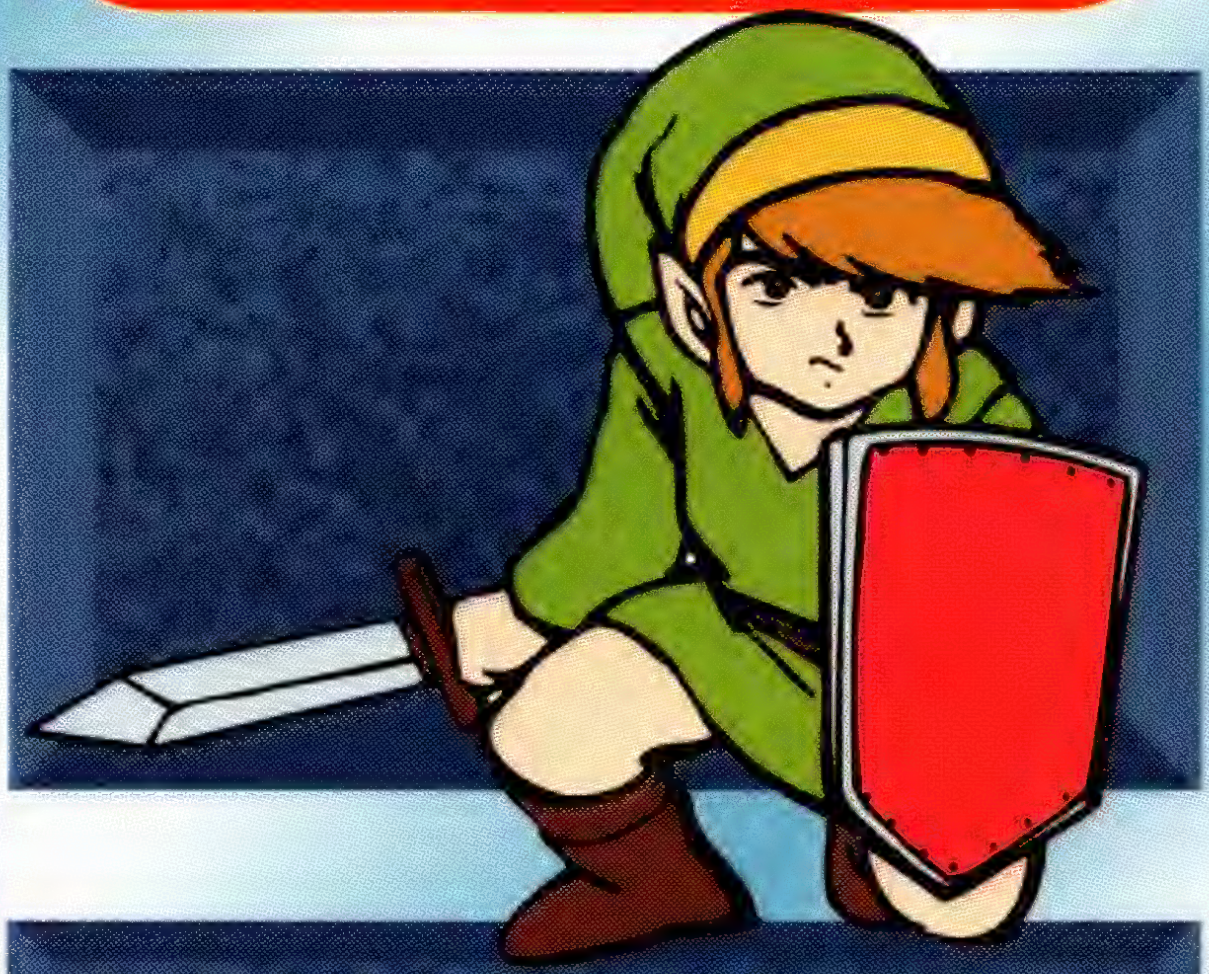
Candles light up the dark rooms in the Underworld mazes. They're also handy for burning trees hiding power-ups and secret items.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

Buy the magic shield as soon as you can. It's much bigger than the regular shield and it's ideal for blocking beams, swords and magic spells.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

One of the monsters you'll find lurking in the labyrinths is the Manhandla — a giant flower with four hands. Attack all four hands at once rather than taking them one at a time.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

This giant rhinoceros, known as a Dodongo, lurks in the moon labyrinth. Ask around and someone will tell you where his weak spot is.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

Little old ladies provide information and sell Water of Life — for a price! Collect as much money (rupees) as possible otherwise they may not tell you everything.

MERLIN COLLECTIONS

Nintendo®

56

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

Throughout the adventure there is chance to play money-making games. Bet ten rupees and then pick one of three rupees on display. If you pick the right one you win!

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

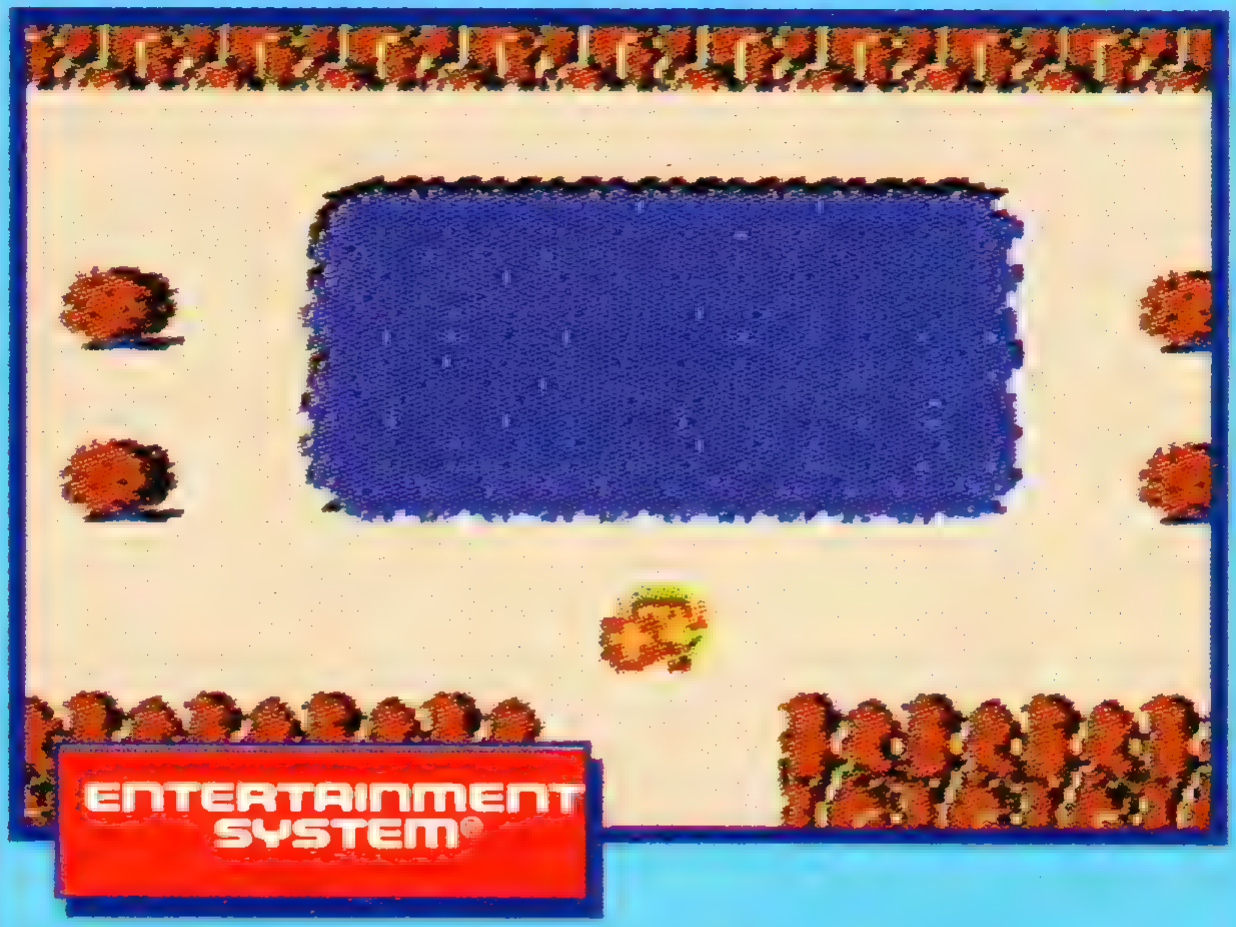
Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA



The entrances to the Underworld are not always visible. This is the gateway to Level Seven. To open the hidden door use the treasure you gained at the end of Level Five.

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

In the land of Hyrule a golden triangle, Triforce, kept peace. But the evil Gannon has stole it and kidnapped Princess Zelda. It's up to Link to find the eight pieces of Triforce and restore order.

MERLIN COLLECTIONS

Nintendo®

59

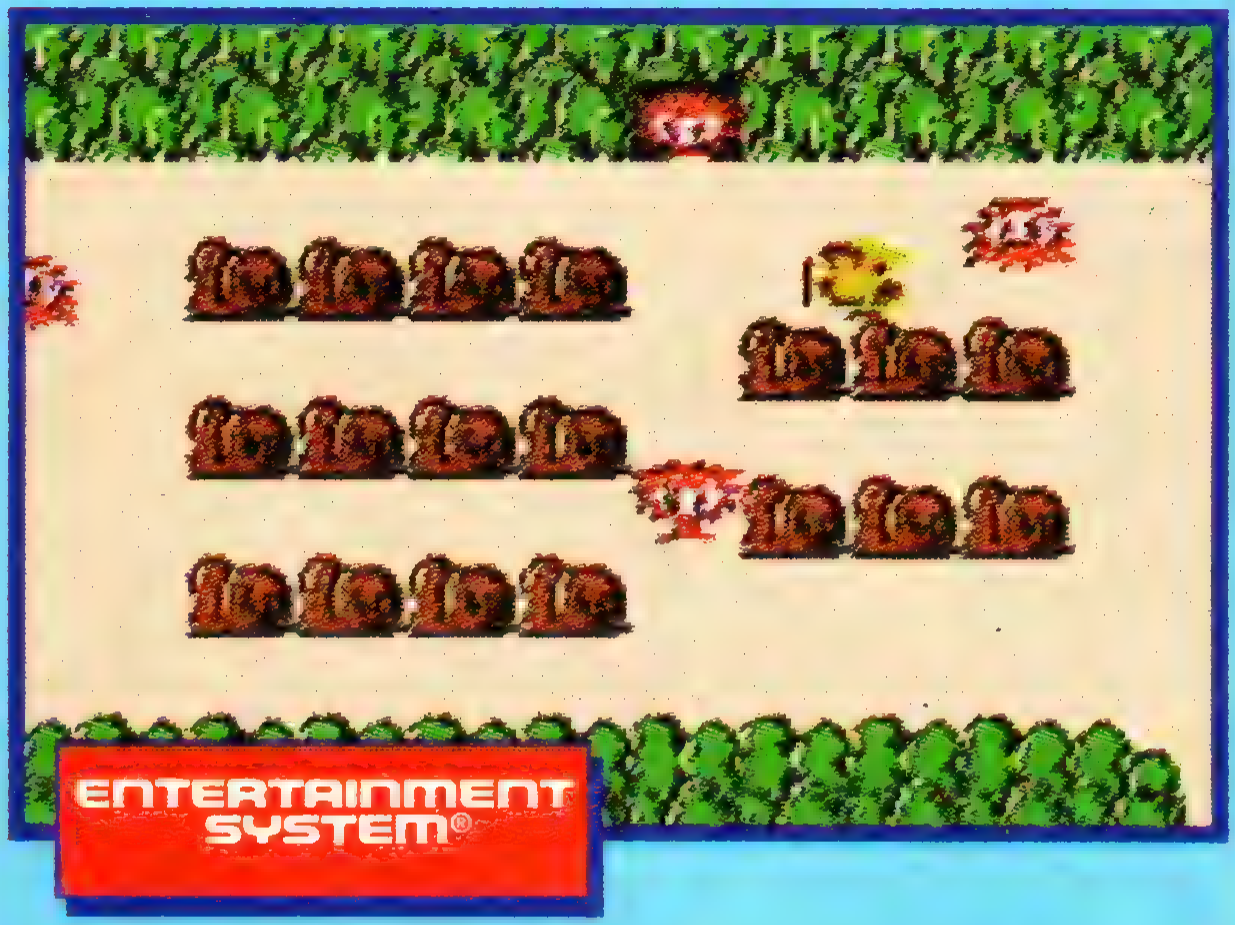
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

THE LEGEND OF ZELDA



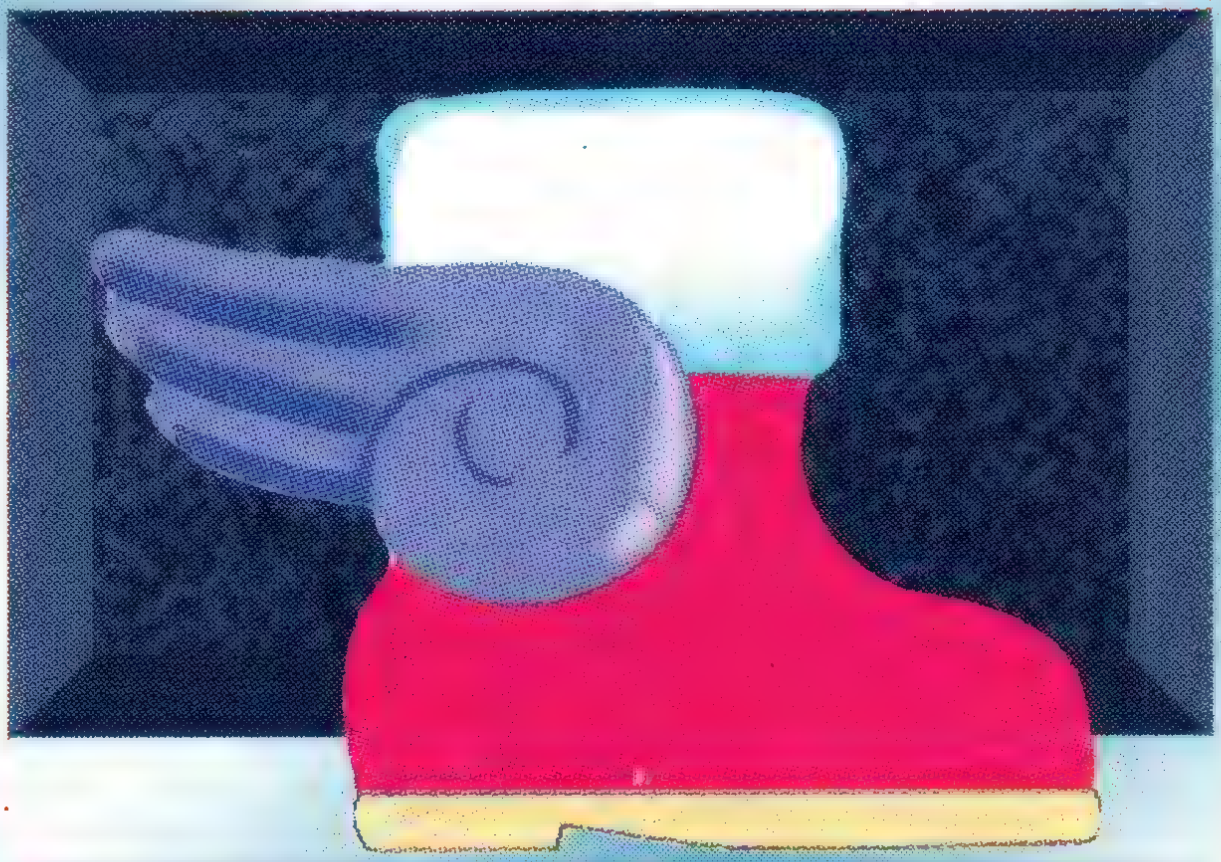
You'll see many caves on your travels. Many are inhabited by kind old ladies or stingy men. Explore every cave — the more people you talk to, the easier your task becomes.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

Uh-oh! You've reached a dead end. To reach the land on the other side of the water you need to go back the way you came and find an alternative route.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

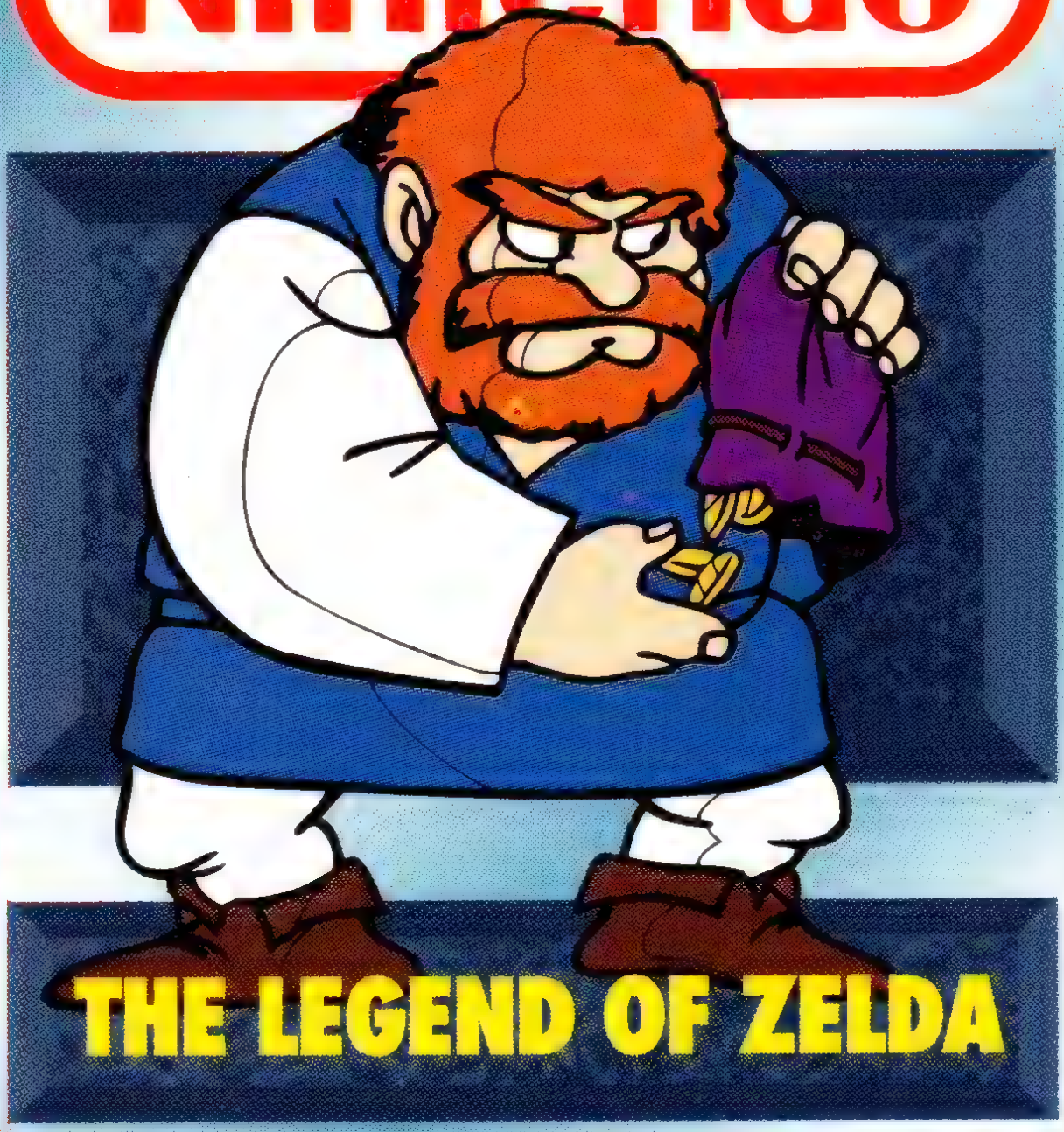
Level One of the Underworld, The Eagle Maze, is the easiest of the nine mazes. No matter how many times you are hurt, Life Hearts turn red and you can restart at the entrance.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

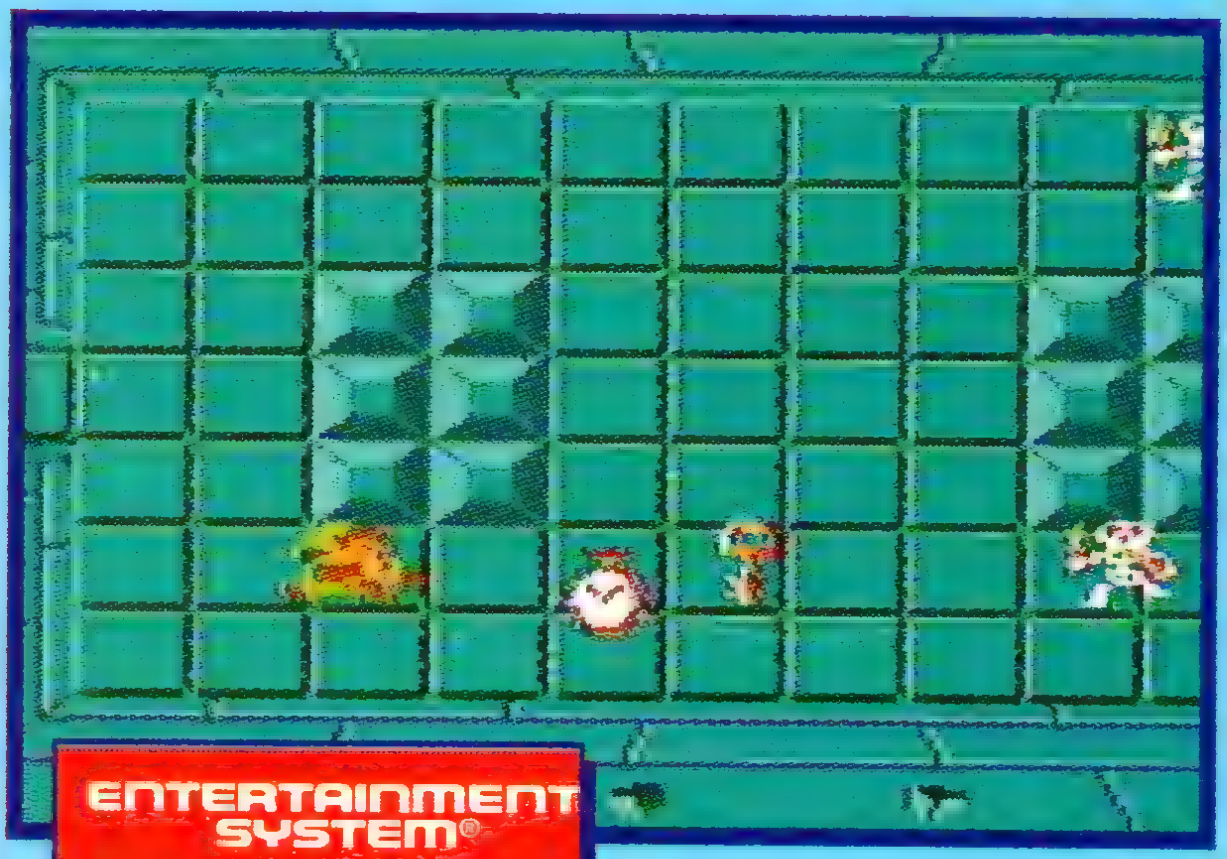


THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA



ENTERTAINMENT SYSTEM®

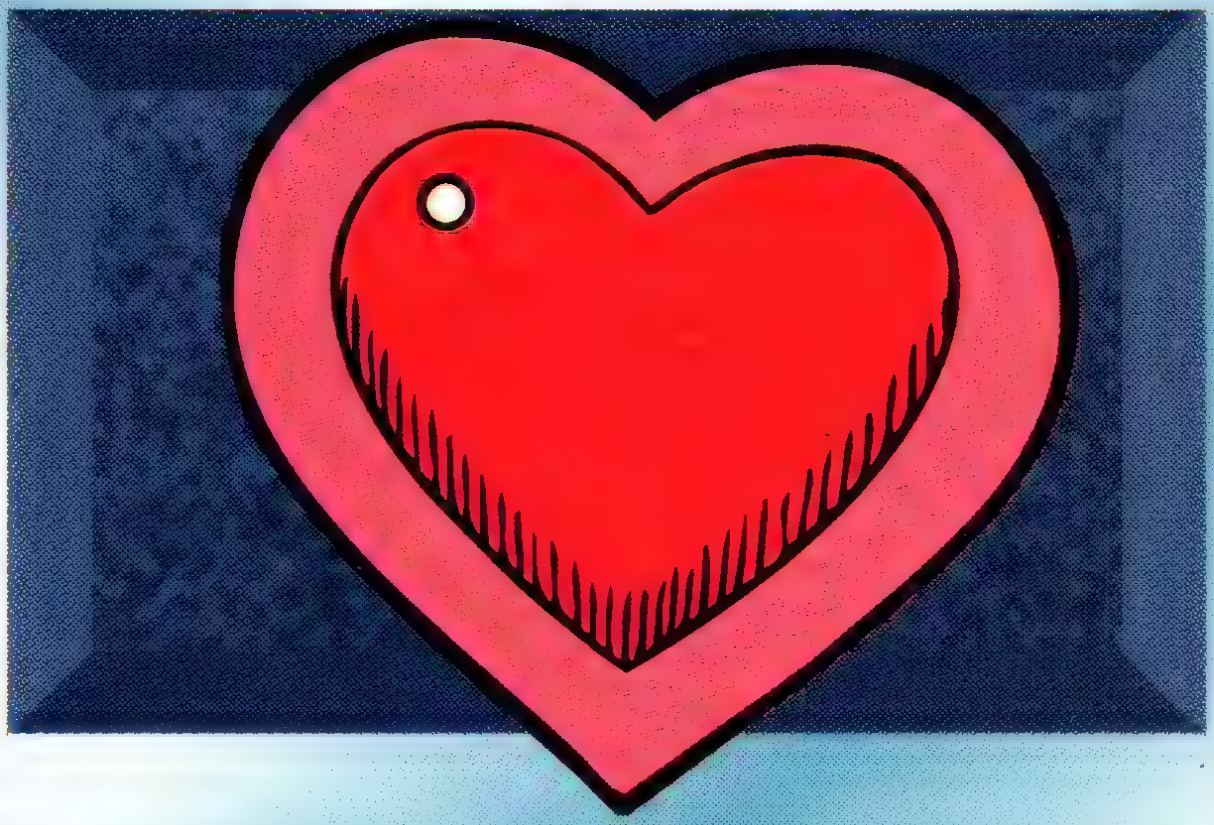
In the Eagle Maze, the first key is in the room to the right of the entrance. One skeleton holds the key. Blast him and then walk to the left for the second key.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

The compass is essential for finding the first piece of the triforce. Once you pick up the compass, follow the radar to your goal.

MERLIN COLLECTIONS

Nintendo®

64

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

The map gives you the whole picture of Level One. Once you've picked up this handy item you need never get lost again!

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

Always keep an eye out for secret entrances to hidden rooms. Push this magic block to reveal a hidden door.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

This secret room contains a wise man. Talk to him nicely and he gives you a tip essential to your success.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

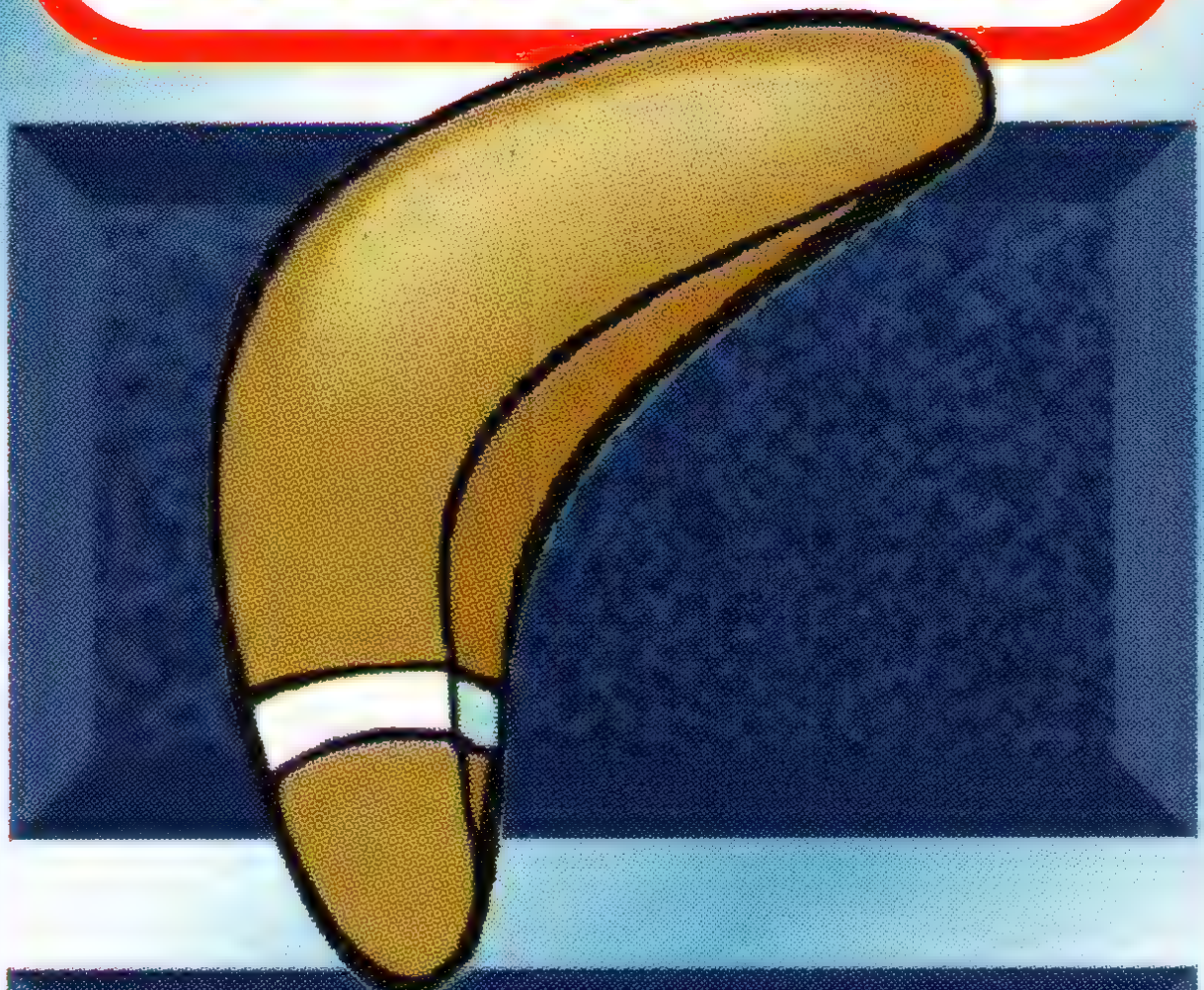
The bow is hidden down the steps in this dungeon. It is much more powerful than the sword and is essential for defeating tough enemies.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

THE LEGEND OF ZELDA

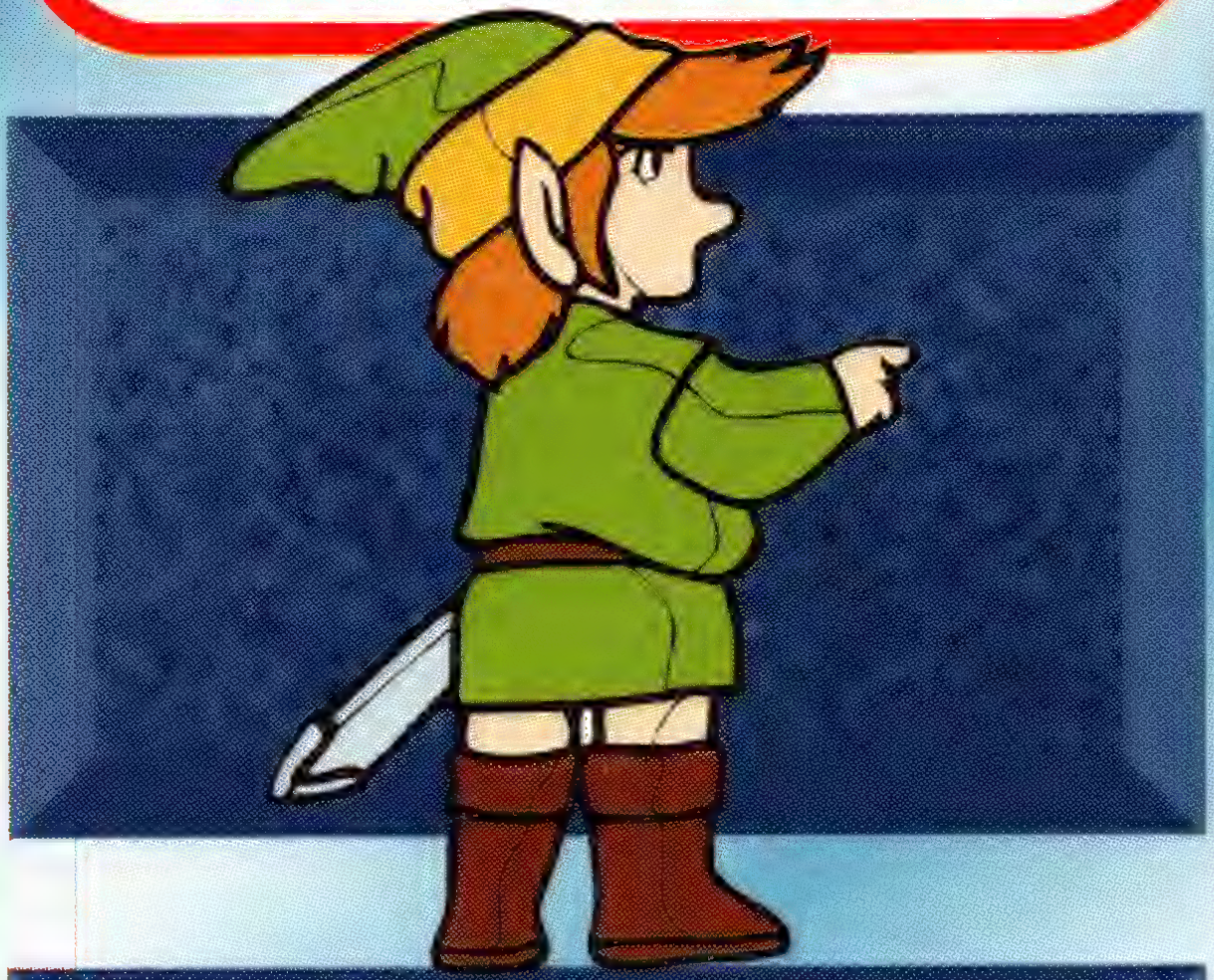
Hit these statues and they come to life. Defeat them all and a secret room is revealed. Take a look inside — a surprise awaits!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

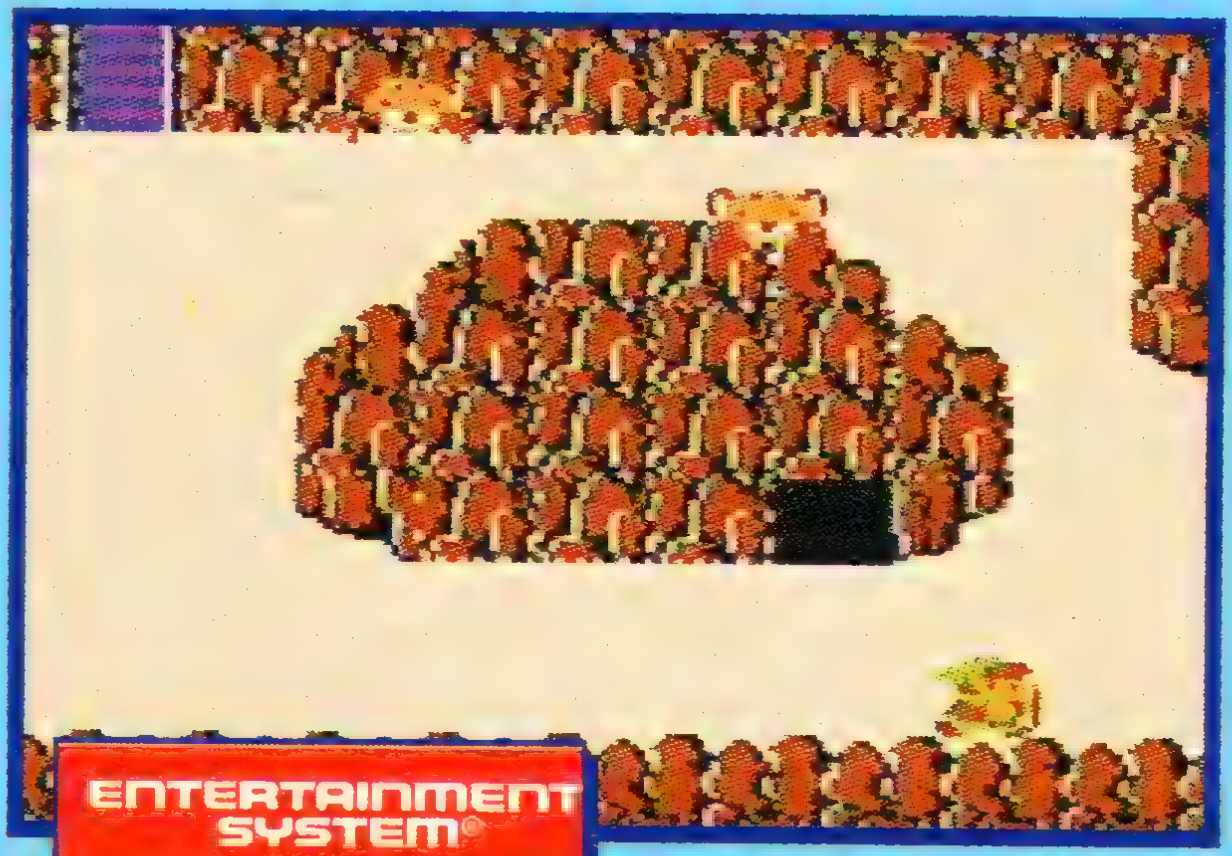


THE LEGEND OF ZELDA

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

THE LEGEND OF ZELDA



ENTERTAINMENT SYSTEM®

Bomb the background to reveal secret caves. You can open the entrances to hidden caves in the rocky mountains with a bomb and the ones under trees with a candle flame.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

The bridges in Parapa Palace are not built to stand the test of time. Run across them before they disappear, throwing Link into the boiling lava pits.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

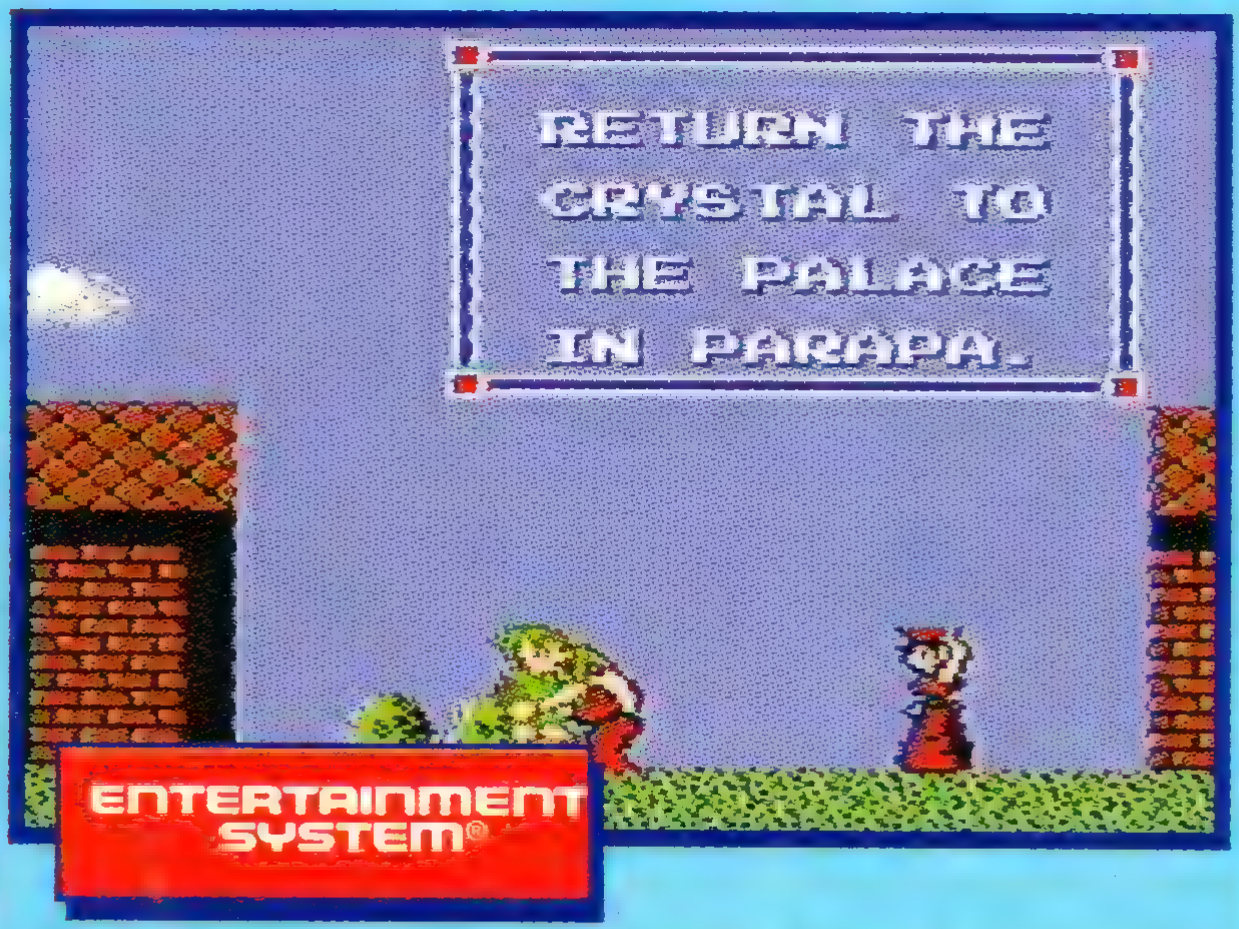
Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

ADVENTURE OF LINK



ENTERTAINMENT SYSTEM®

Link needs all the friends he can get. Press [B] when Link meets people in towns and villages — he may get some useful information.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ENTERTAINMENT SYSTEM®

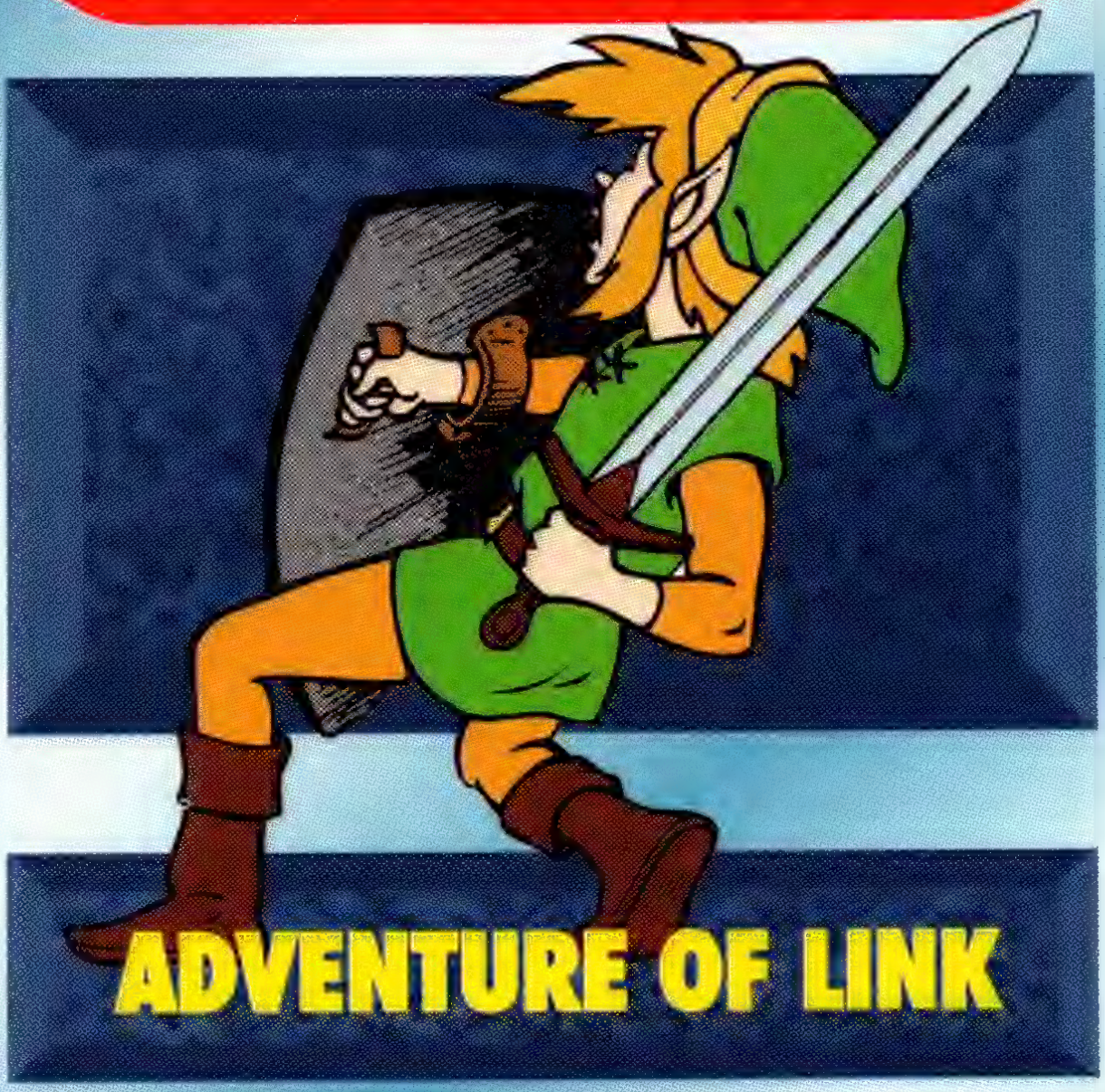
INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

When you're in Raura make sure you talk to a woman dressed in red. She takes you inside her house and replenishes your Life Containers.

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

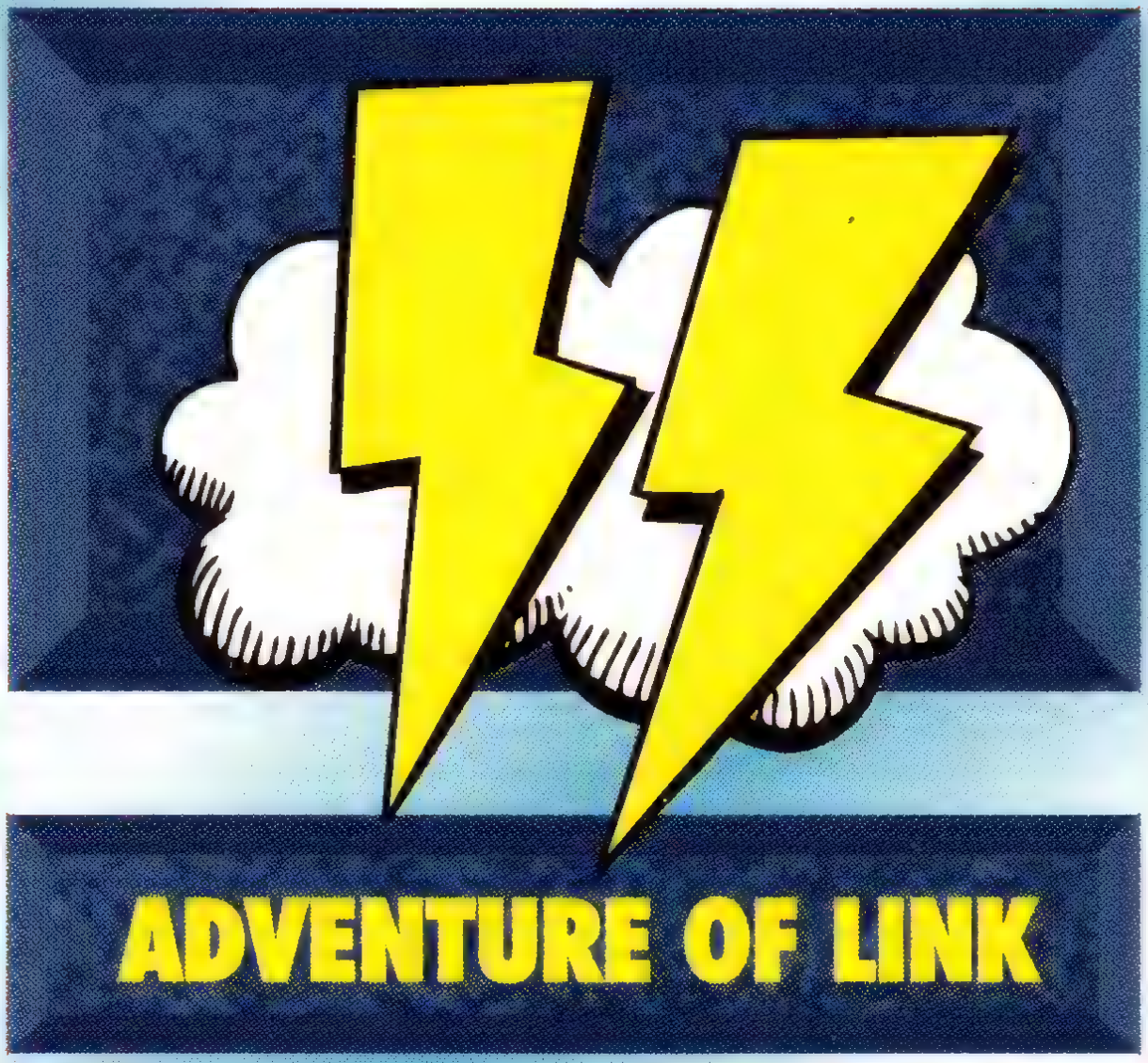
The Treasure Bag which boosts Link's Life Level is hidden inside a small section of forest just North of Rauru.

MERLIN COLLECTIONS

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

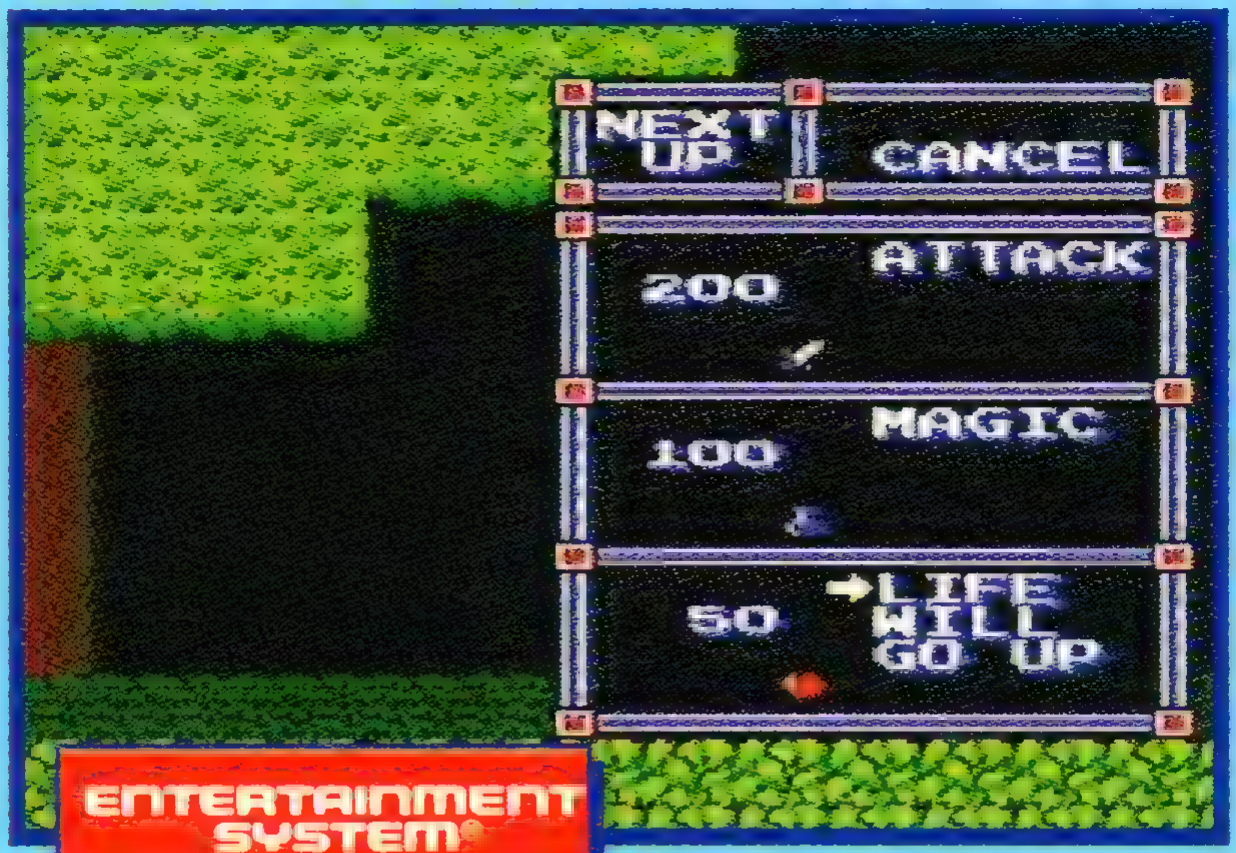


ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

ADVENTURE OF LINK



ENTERTAINMENT SYSTEM®

Link encounters enemies of varying strength during the game. As he gains battle experience he builds up his Attack, Life and Magic powers.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

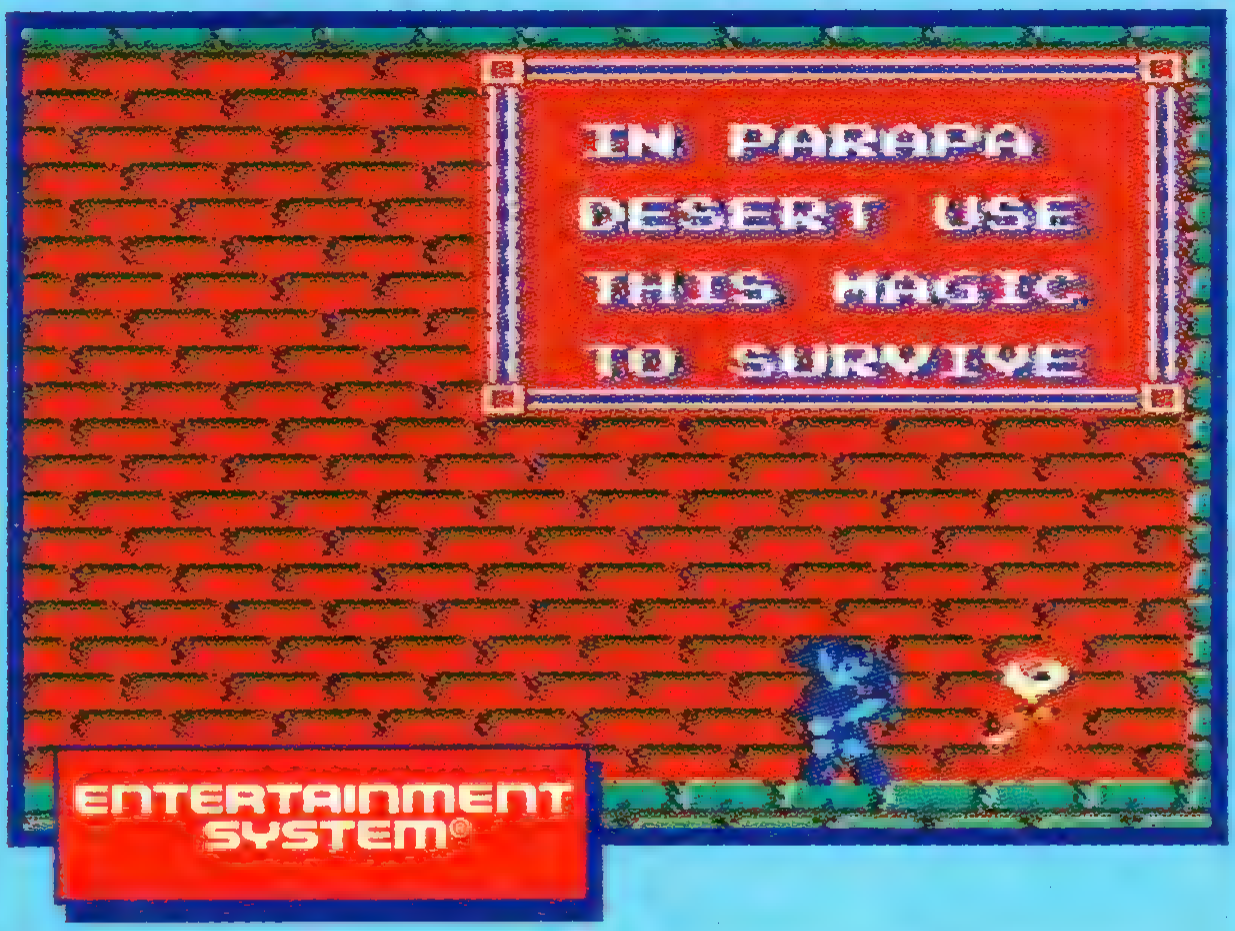
Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

ADVENTURE OF LINK



To find the Magic Sword enter the fifth building in Rauru. You are taken downstairs where a wise man is waiting to help you.

MERLIN COLLECTIONS
Nintendo®
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

The first key is hidden in the Parapa Palace. Take the elevator to the right down to the second level and head left.

MERLIN COLLECTIONS

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

When you've got the first key, go right past three elevators. There is a fairy waiting to restore your energy.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

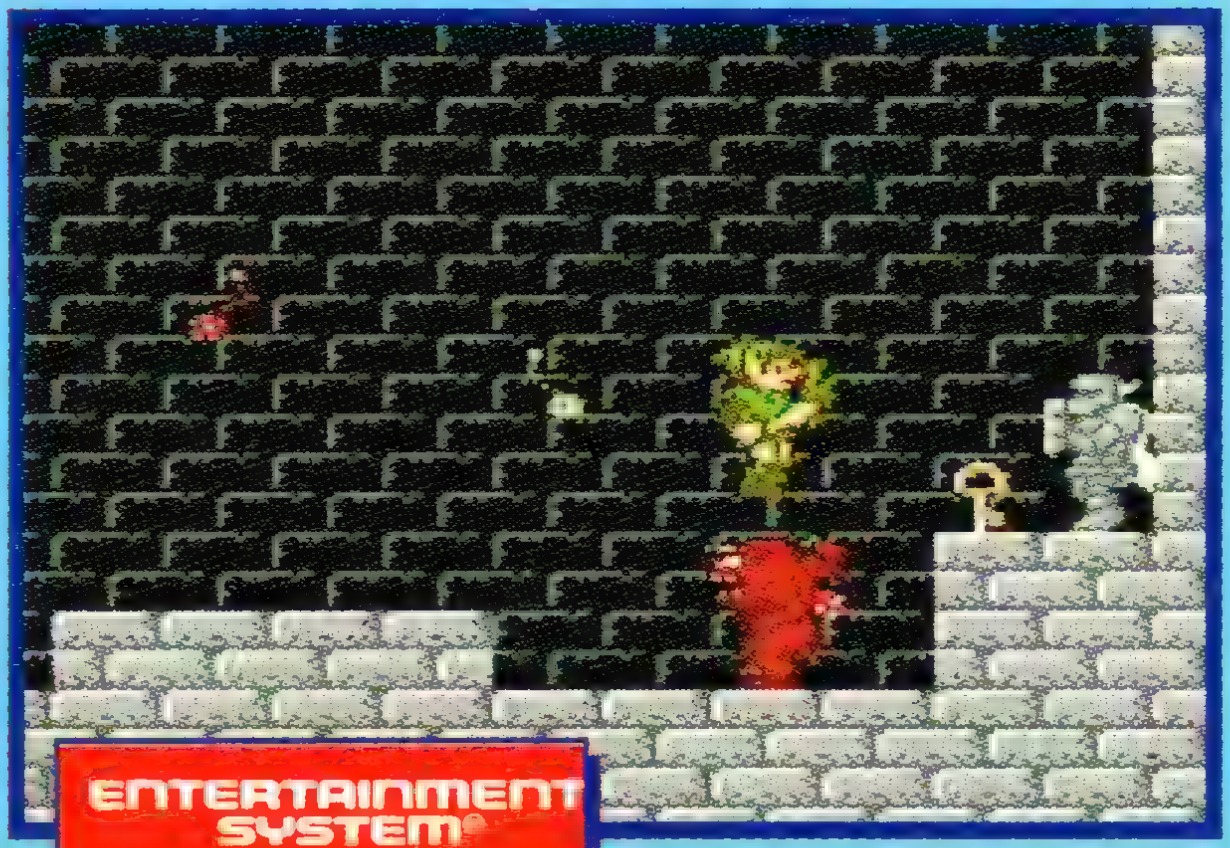
Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK



Use your sword against the statue after the third key and you are rewarded with a magic boost.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

ADVENTURE OF LINK

The candle is in the Parapa Palace to the left of the collapsing bridge. You can now see places that were previously hidden in the dark!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

ADVENTURE OF LINK

To beat the first temple guardian, Horsehead, stay on the left of the screen and stab his head. Defeat him and you get the first crystal.

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

There are all kinds of evil enemies in Hyrule. For the extra tough guys use the spell of the shield then rush in and stab them from below.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK

It's not all gloom and doom in Hyrule. If you get a bit fed up you can always have a chat with one of the many villagers.

MERLIN COLLECTIONS

Nintendo®

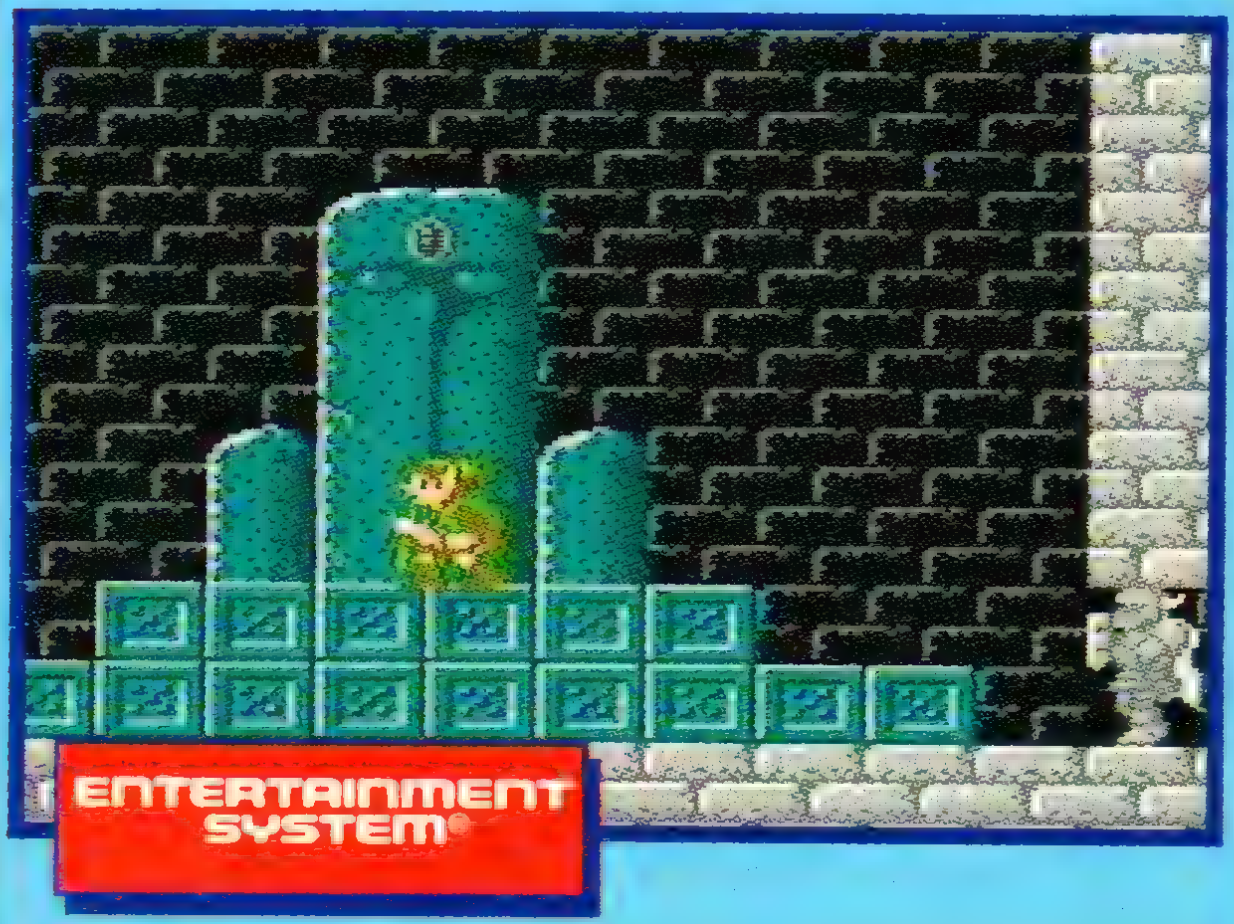
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

ADVENTURE OF LINK

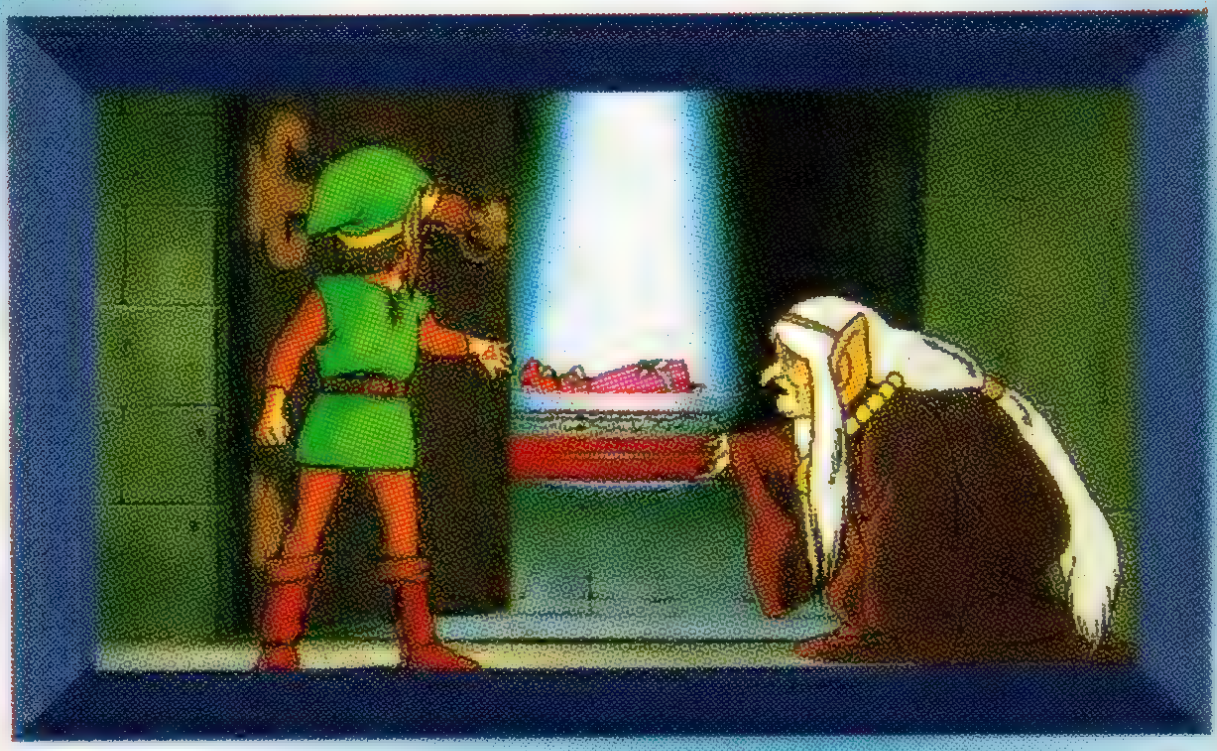


After you've defeated Horsehead you're given the first crystal. Place it in its proper setting then get ready to face the next adventure.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

ADVENTURE OF LINK

The Magic Container is hidden in a cave to the left of the castle where you begin the adventure.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

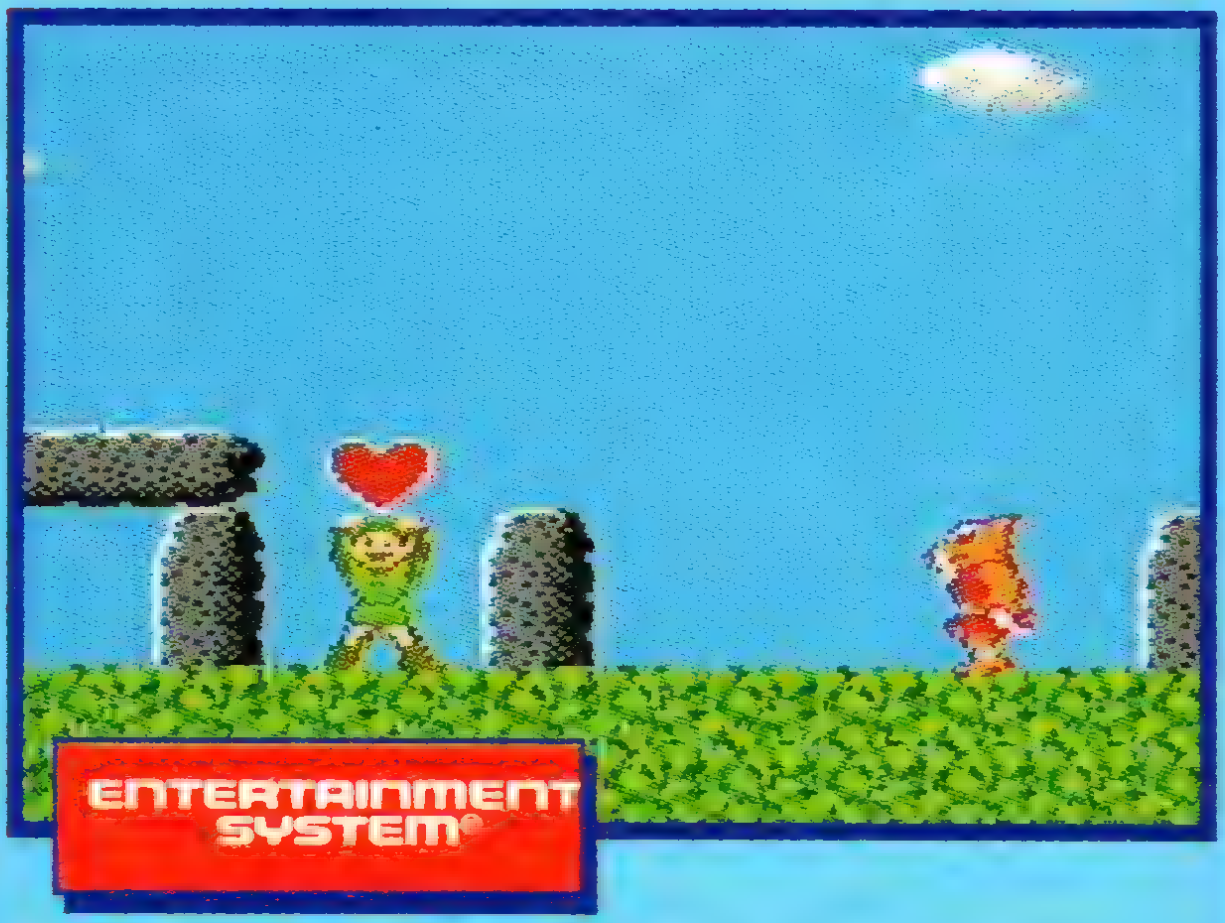
Nintendo®

ADVENTURE OF LINK

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

ADVENTURE OF LINK



To find the Heart Container follow the road on the right below the Parapa Palace until you come to a patch of grass.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

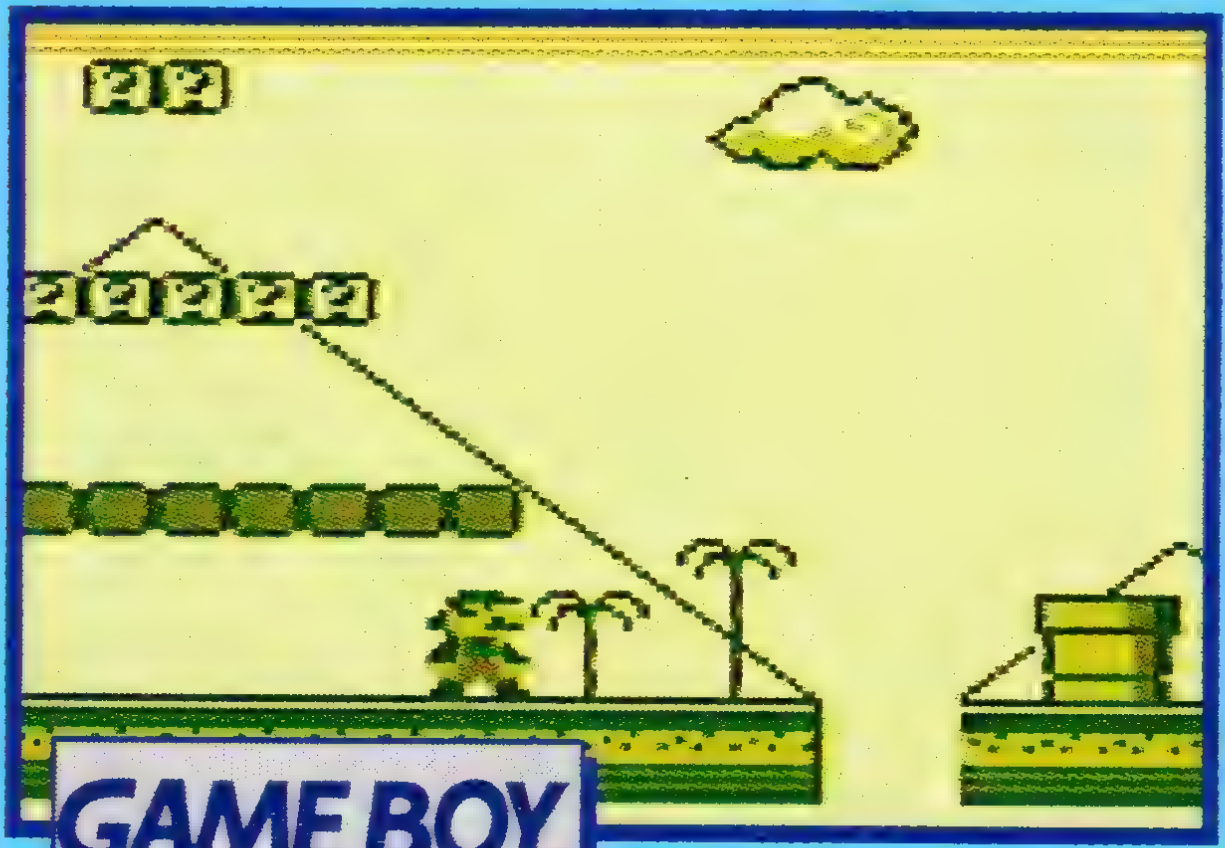
Nintendo®

SUPER MARIO LAND

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO LAND



For unlimited lives grab the heart just beyond this pipe, then go down the pipe and collect all the coins. Die and then repeat the process until you have all the lives you need.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO LAND

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

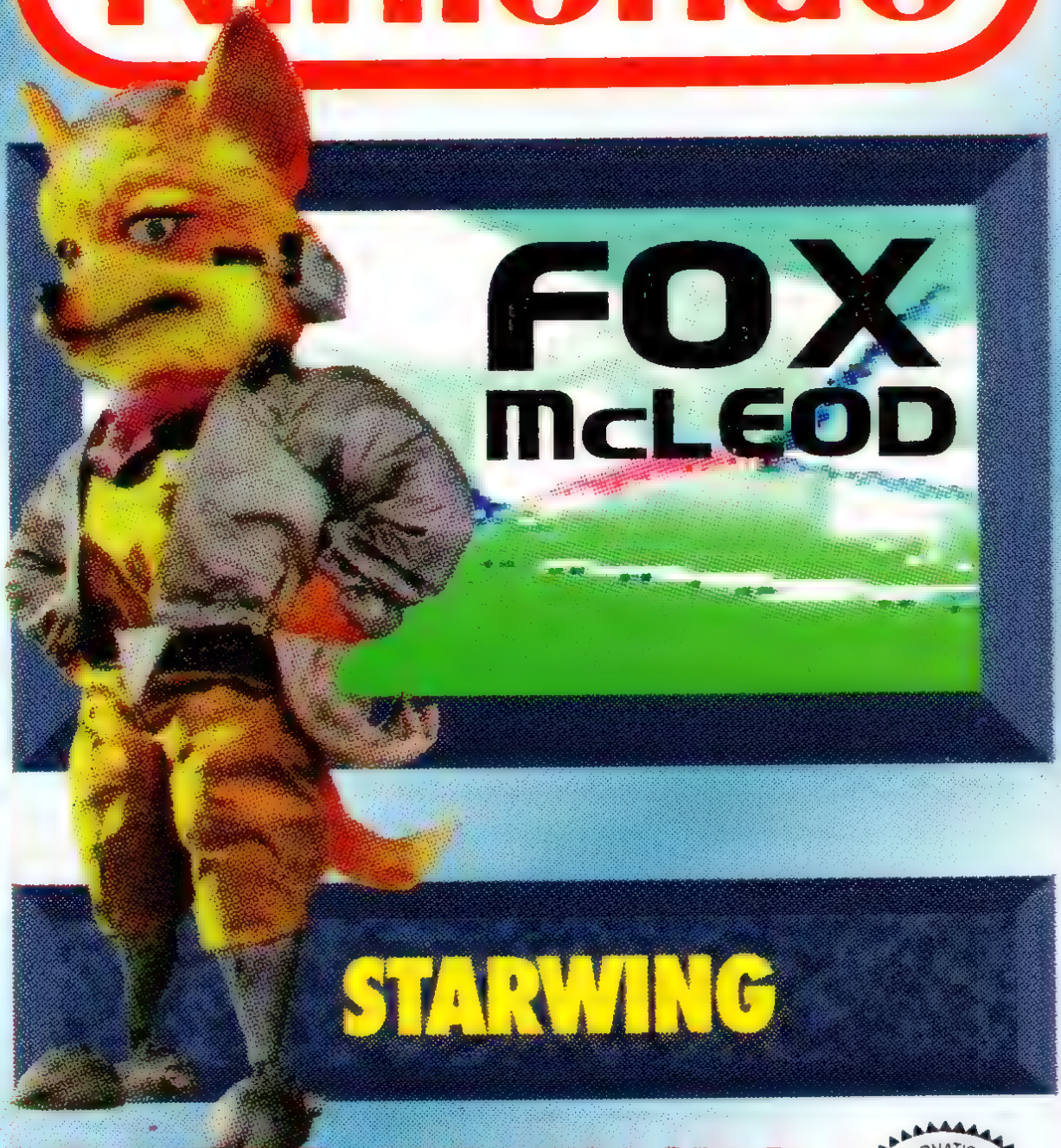
SUPER MARIO LAND

In World 2-1 there is a heart concealed inside the top block. To get it, wait patiently on the moving platform.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

StarWing is a sci-fi flying game featuring an elite group of animal space fighters. In some countries this epic adventure is called StarFox — from the name of the main character, Fox McCloud.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

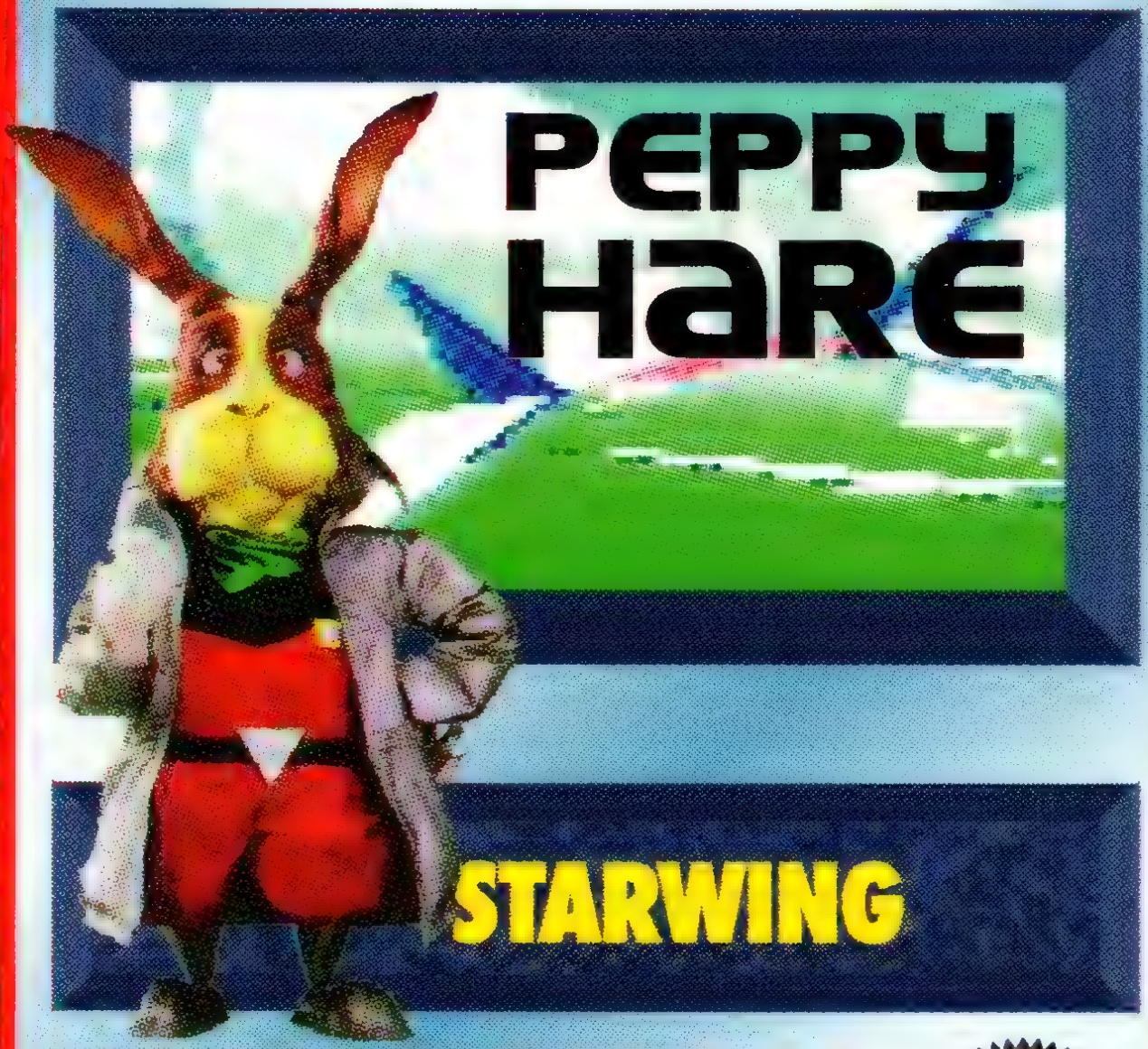
INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

The Map — each difficulty level takes you on a different path to your showdown with the evil empire on the planet Venom.

MERLIN COLLECTIONS
Nintendo®
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

Corneria — in the first stage you can earn a twin-blaster by flying through the arches. This is very useful for the confrontations that lie ahead.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

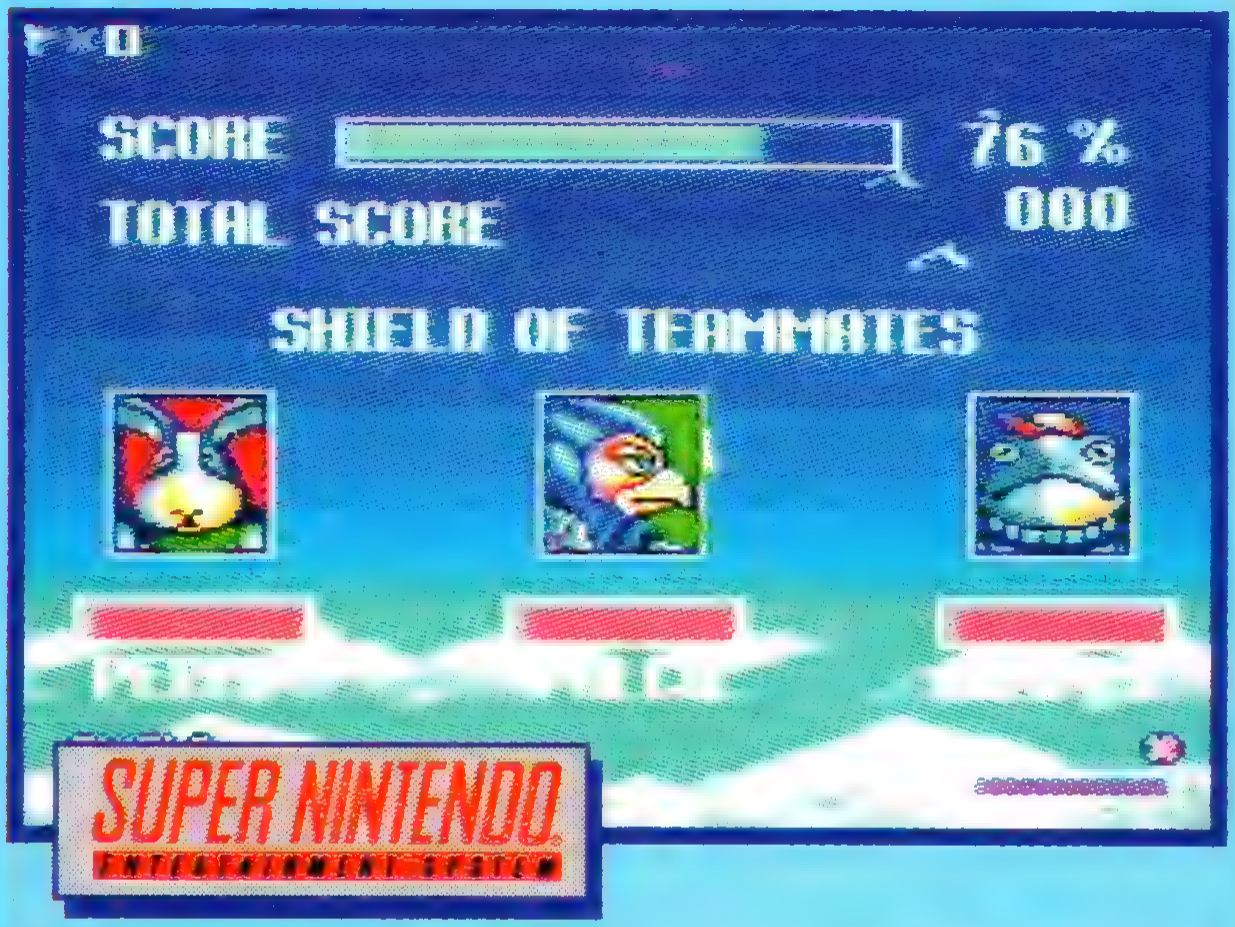
Nintendo®

SLIPPY TOAD

STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

STARWING



Teamwork is essential in StarWing. At the end of each level damage is assessed on each character. As team leader Fox McCloud must look after his animal comrades.

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

SUPER NINTENDO ENTERTAINMENT SYSTEM

StarWing is the first ever game to use a new generation of Super Nintendo technology. Without a Super FX chip the superb fast and detailed 3D graphics would not be possible.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

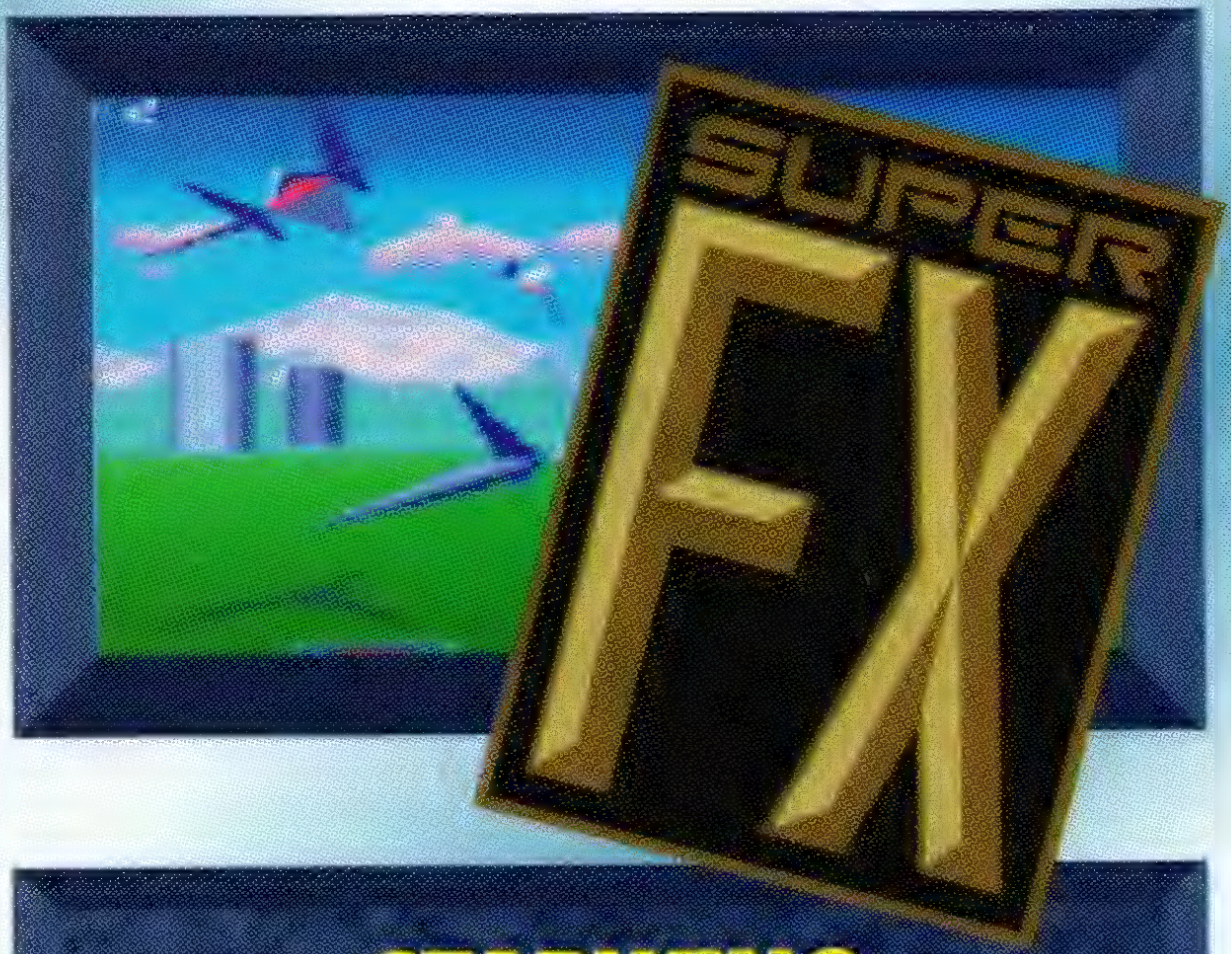
STARWING

Boss one — this mothership sneaks up behind the squadron. To blow away the enemy Fox must hit the flashing targets.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

STARWING

SUPER NINTENDO
ENTERTAINMENT SYSTEM

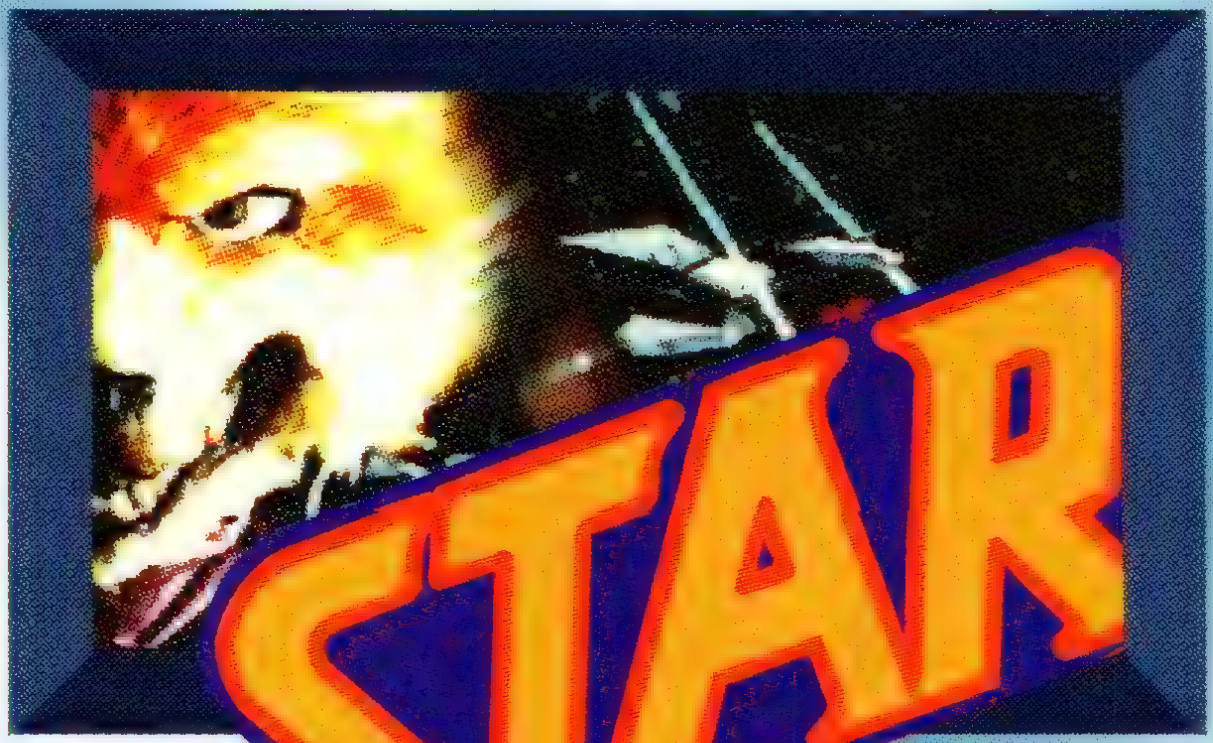
Boss two — there are wings with four pods on either side of this Crusher. When they flash red give them a mega-blast — then avoid the masses of flying missiles.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



STAR

STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

Boss three — there is a rotating drum filled with laser fire at the core of the mothership. Destroy the power links on the walls to expose the core.

MERLIN COLLECTIONS
Nintendo®
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Boss four — blast this spider's razor sharp legs to bring it crashing to the ground. But watch out, because your enemy spins when hit.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

STARWING

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

STARWING

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Boss four- towering on six legs this enemy's attack involves flattening and spinning towards the squadron. Destroy all six legs while avoiding the bouncing plasma ray.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

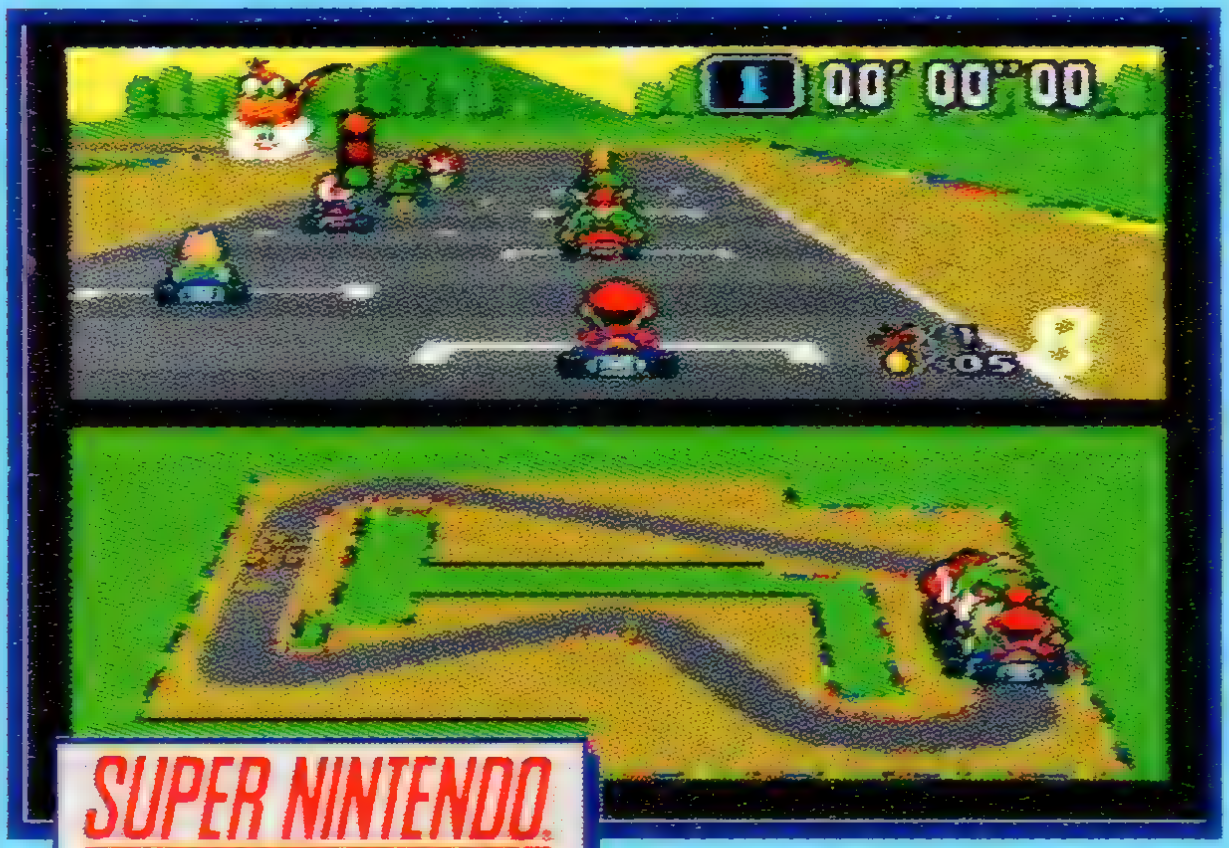
Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART



Super boost — at the start hold down the [B] button between the first and second lights — when the green light comes on Mario zooms into the lead.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART

To race a ghost rival select one player time trial and finish the track without crashing. Retry again immediately and Mario can race against his own ghost!

Nintendo®

100

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART

SUPER NINTENDO
ENTERTAINMENT SYSTEM

To see the super Mode 7 FX, select time trial and complete the course without crashing. Replay the course and you can now rotate the track around Mario by pressing [L] and [R]

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART

To access the special cup easily select time trial, move the cursor to the Mushroom Cup and press [L], [R], [L}, [R], [L], [L], [R], [R] and [A]. The special cup circuits will now appear.

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

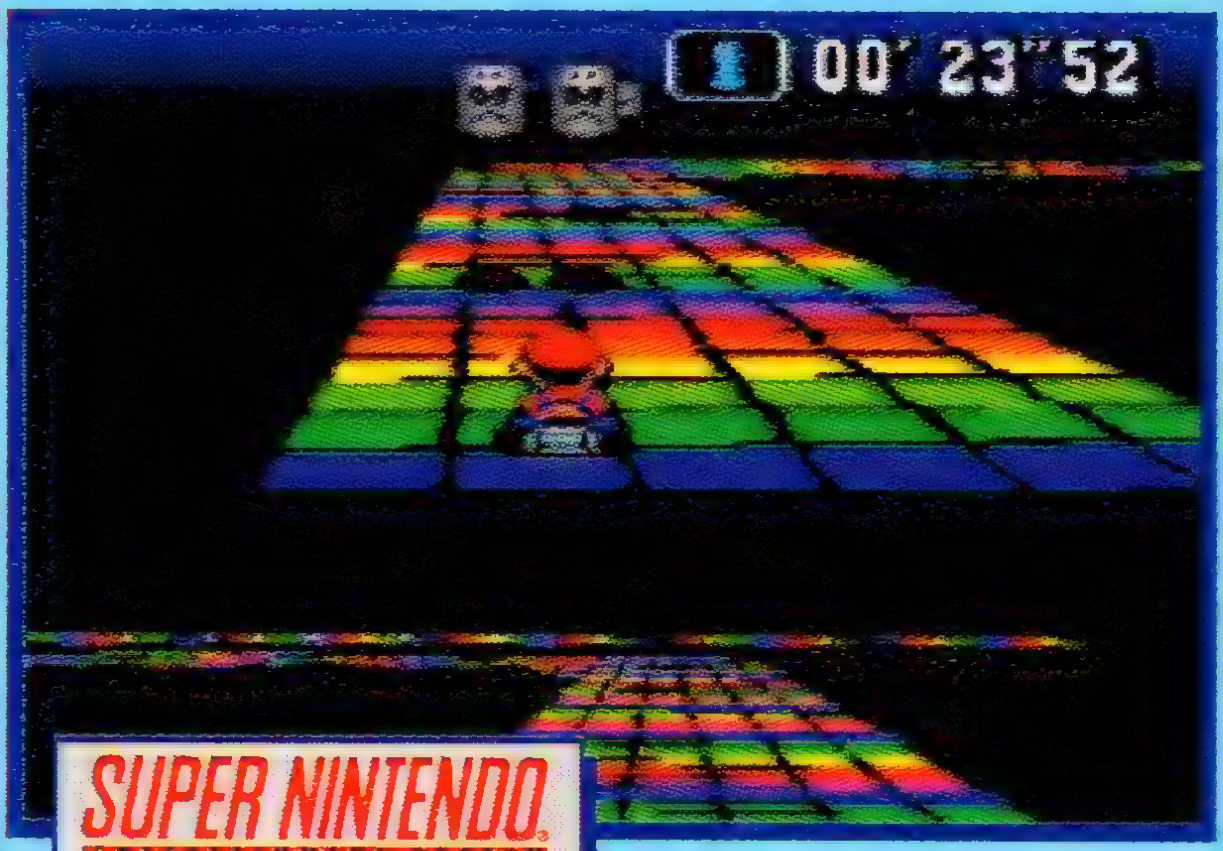
Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART



SUPER NINTENDO ENTERTAINMENT SYSTEM

On the course select screen is a fourth Special Cup that you can't race until you have won gold in the 3 other cups at 100cc level.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

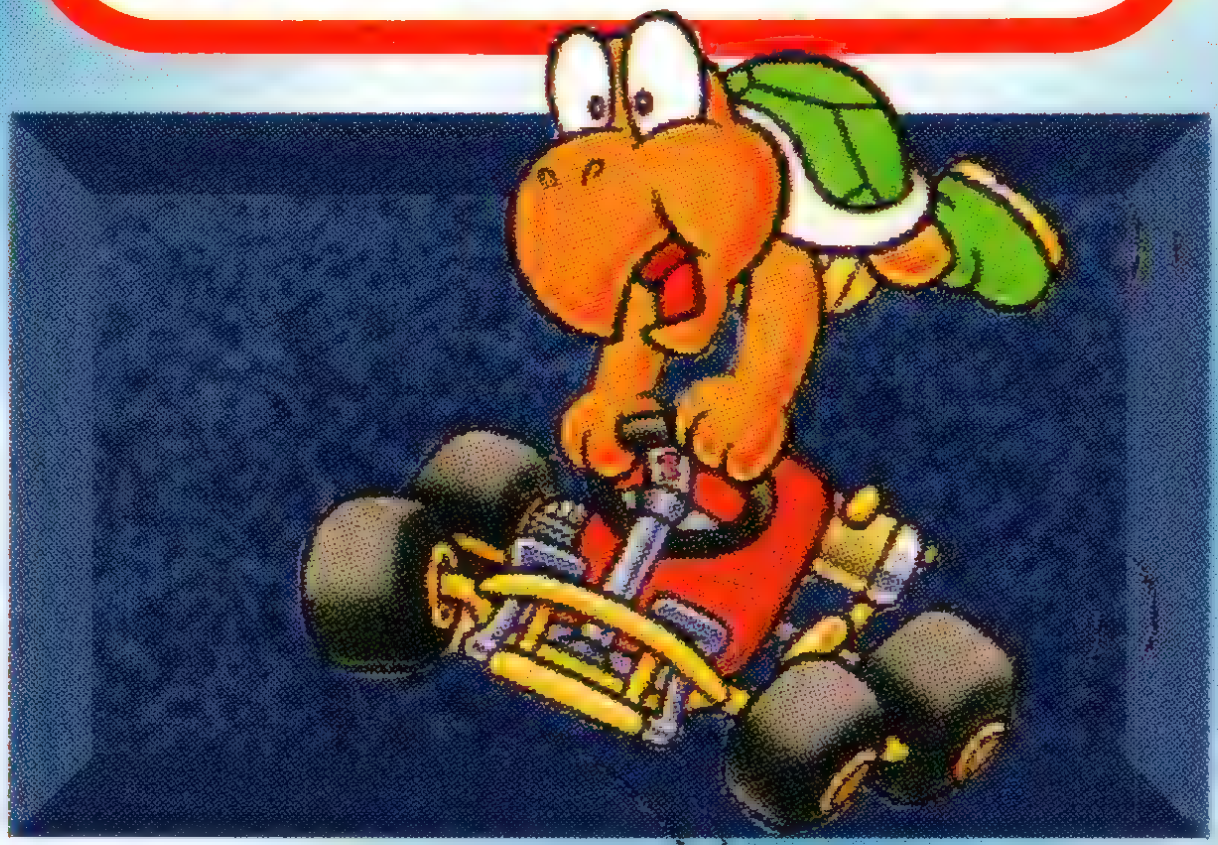
SUPER MARIO KART

To race as a miniature version of yourself, hold down [Y], [X] and [A] when choosing a character. Your player shrinks on the screen and you can now race as a midget.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART

Once you have won a gold medal at 100cc level in all four cups, a new category will appear and you will be able to race 150cc karts.

MERLIN COLLECTIONS

Nintendo®

105

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO KART

All of the racers have different characteristics. The Princess has the best acceleration, but isn't so good on the corners. Try Toad or Koopa to start with - they're both great racers and their traction is excellent!

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO KART

A useful tip in battle mode — with a feather you can jump onto the enclosed water areas and surf to collect power-ups while also avoiding incoming shells!

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO KART

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

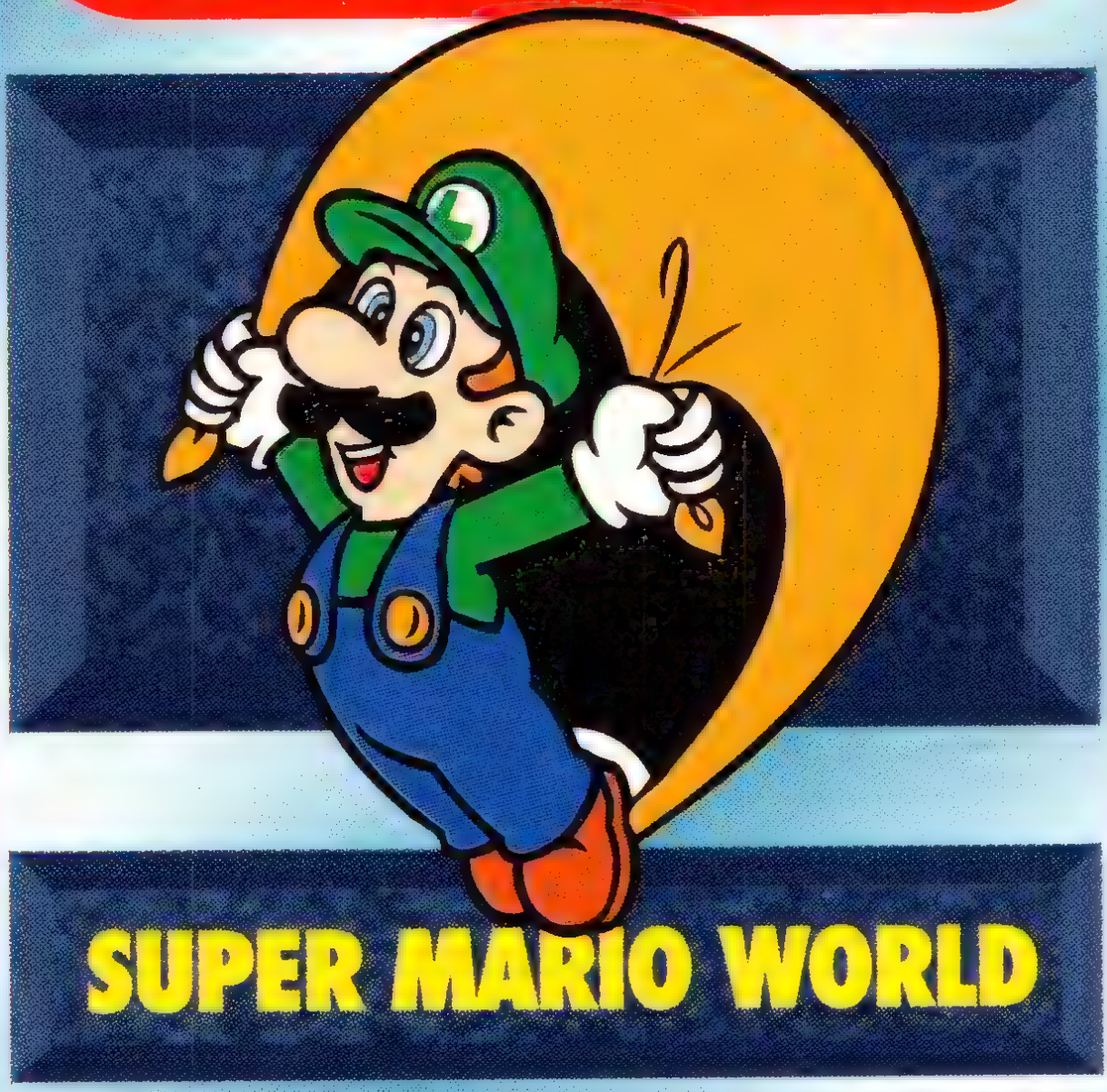
SUPER MARIO KART

If you're being chased by an opponent and you have a green shell, drive towards a wall, fire the shell and turn away sharply. Time it right and you'll hit him with the rebound.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

Once a Koopa Castle has been completed it can always be revisited by pressing [L] and [R] together. The end animations are always worth a second look!

MERLIN COLLECTIONS
Nintendo®
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

Explore each of the ghost houses thoroughly. Most of them have two or more exits leading to secret levels and connections to the Star World.

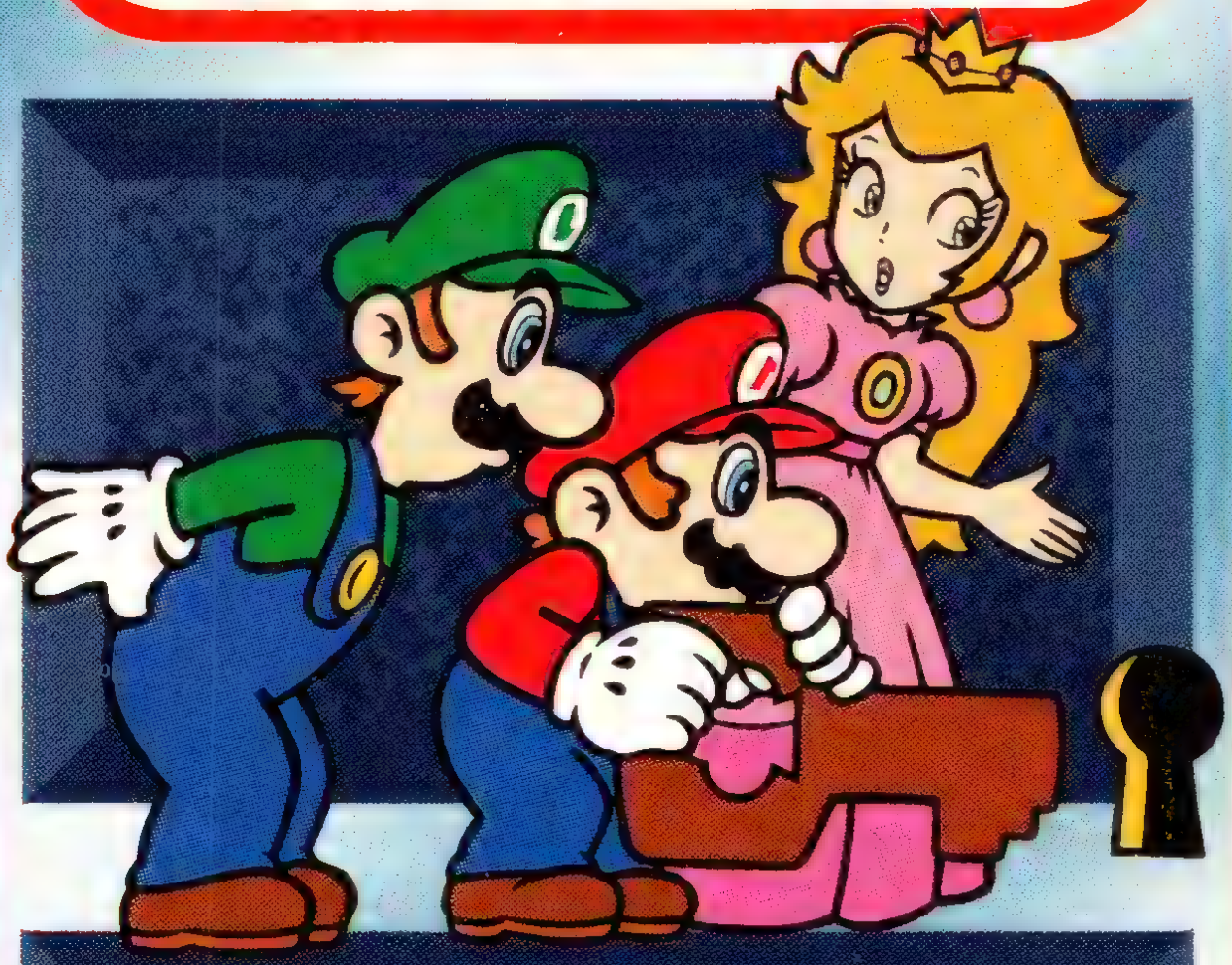
MERLIN COLLECTIONS

Nintendo®

110

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

Once the game has been completed you can carry on entering and playing old levels with one small difference — all the Koopa turtles now have got Mario masks on!

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO WORLD

In the final ghost house there is a tiny gap in a high wall that can't be squeezed through. Hit the block, make a pathway then use a 'P' block to create a solid path.

MERLIN COLLECTIONS
Nintendo®
112
™ & ©1993 Nintendo. All Rights Reserved.

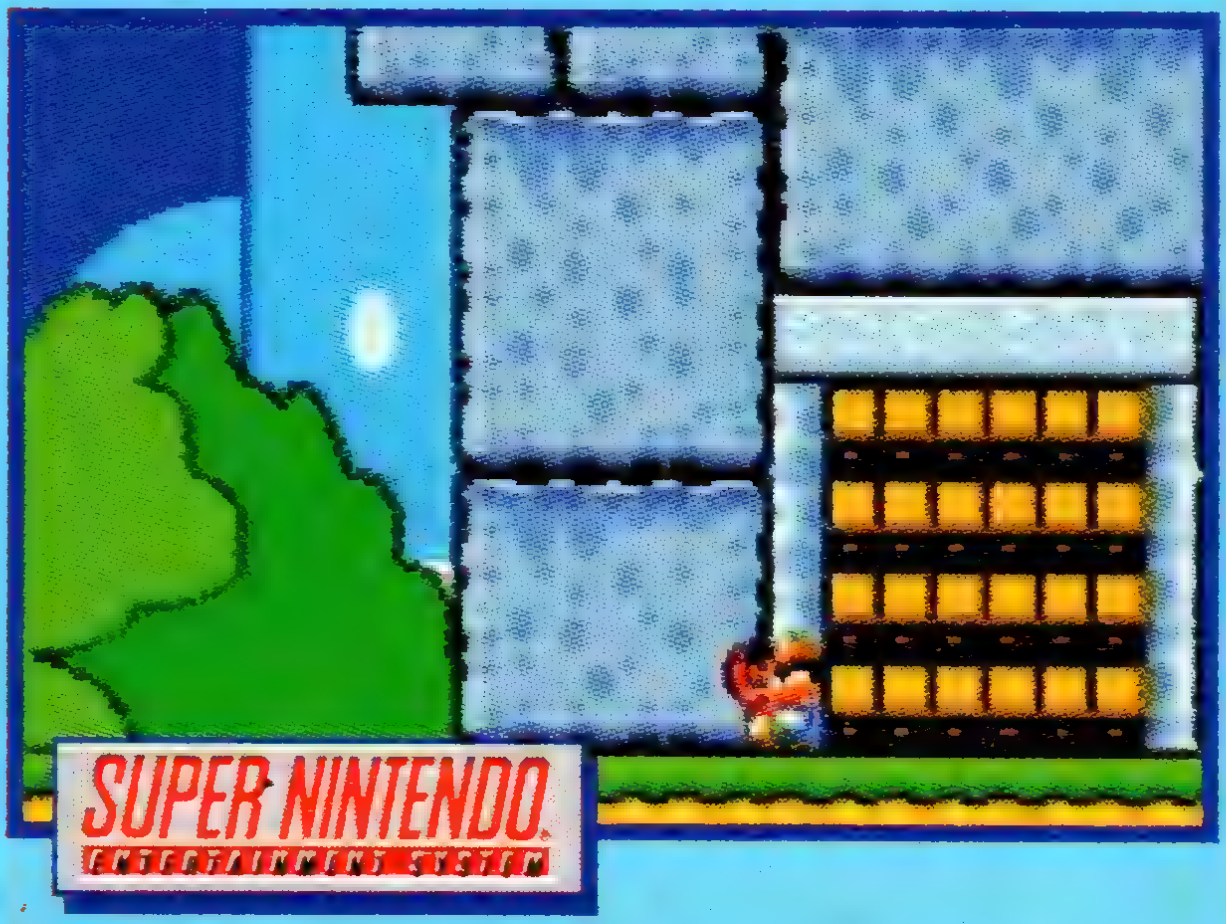
Nintendo®

SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo FOR INSIDE PROOF™

SUPER MARIO WORLD



The castles in the game are daunting when you're little a little Mario! Always try to power-up to either the fire throwing or Super Mario before entering.

Nintendo®

113

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

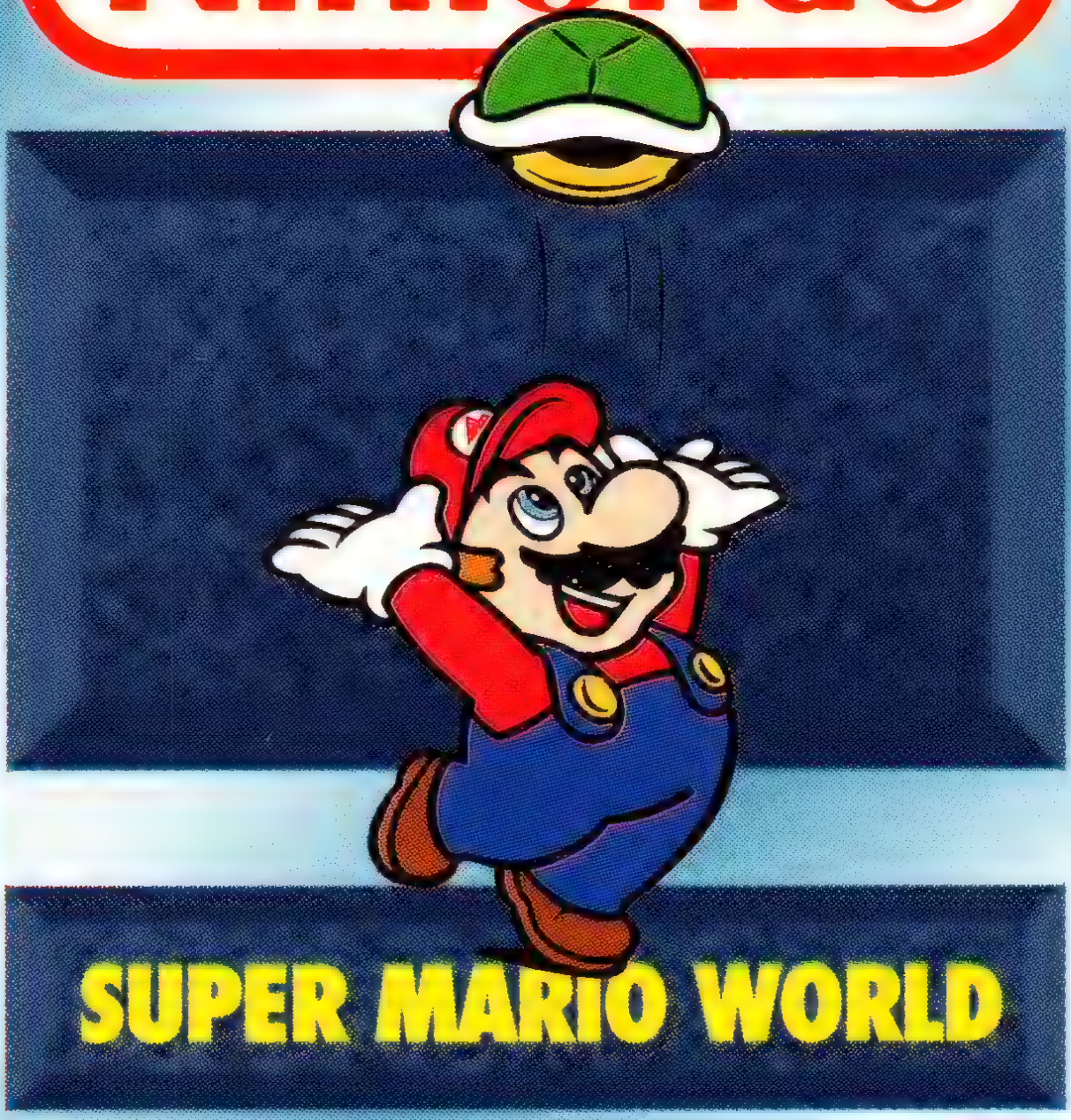
To access the Soda Lake you have to make it to the end of the Cheese Bridge level with Yoshi. Now float underneath the first exit, jump off Yoshi's back and fly up to three lives and a secret exit!

Nintendo®

114

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

The trick to defeating Bowser is to watch his pattern of moves closely. You'll eventually know exactly what he's going to do next and be able to avoid his attacks.

Nintendo®

115

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

Here's a cool tip — leave the game on the Special World for about three minutes and then the tune will change back to the original Super Mario Bros. ditty!

MERLIN COLLECTIONS
Nintendo®
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO WORLD

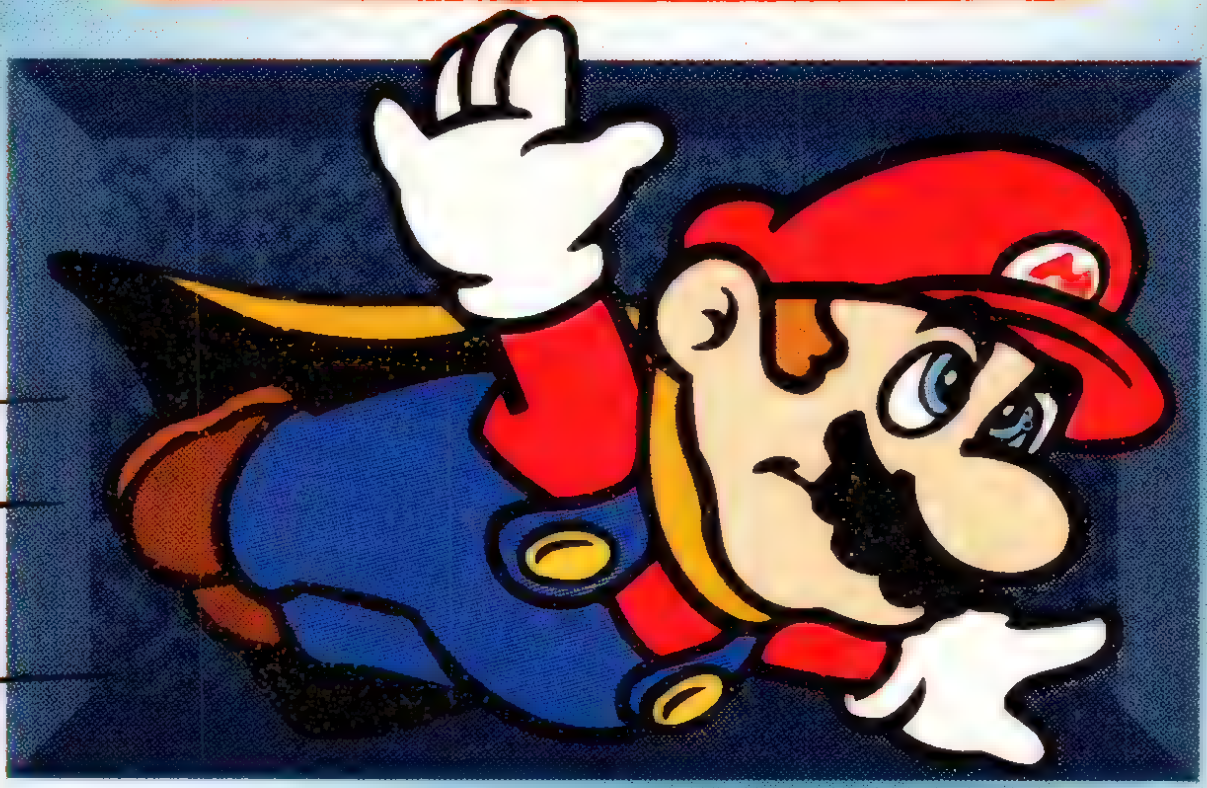
If you're trying to find those missing levels to make 96, try using both exits in each Star World. They all count to the end figure.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



SUPER MARIO WORLD

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO WORLD

Above the Chocolate Ghost House is a secret power - up zone full of goodies and a Yoshi egg. Find the second exit from house to join the pathway.

Nintendo®

118

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO LAND 2

While away crusading in Sarasa Land an evil creep — Wario — took over Mario's castle and put the people of Mario Land under his control with a magic spell.

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO LAND 2

Turtle Zone — use your aquatic experience to swim these sunken stages, but remember the shipwreck is an enemy stronghold.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

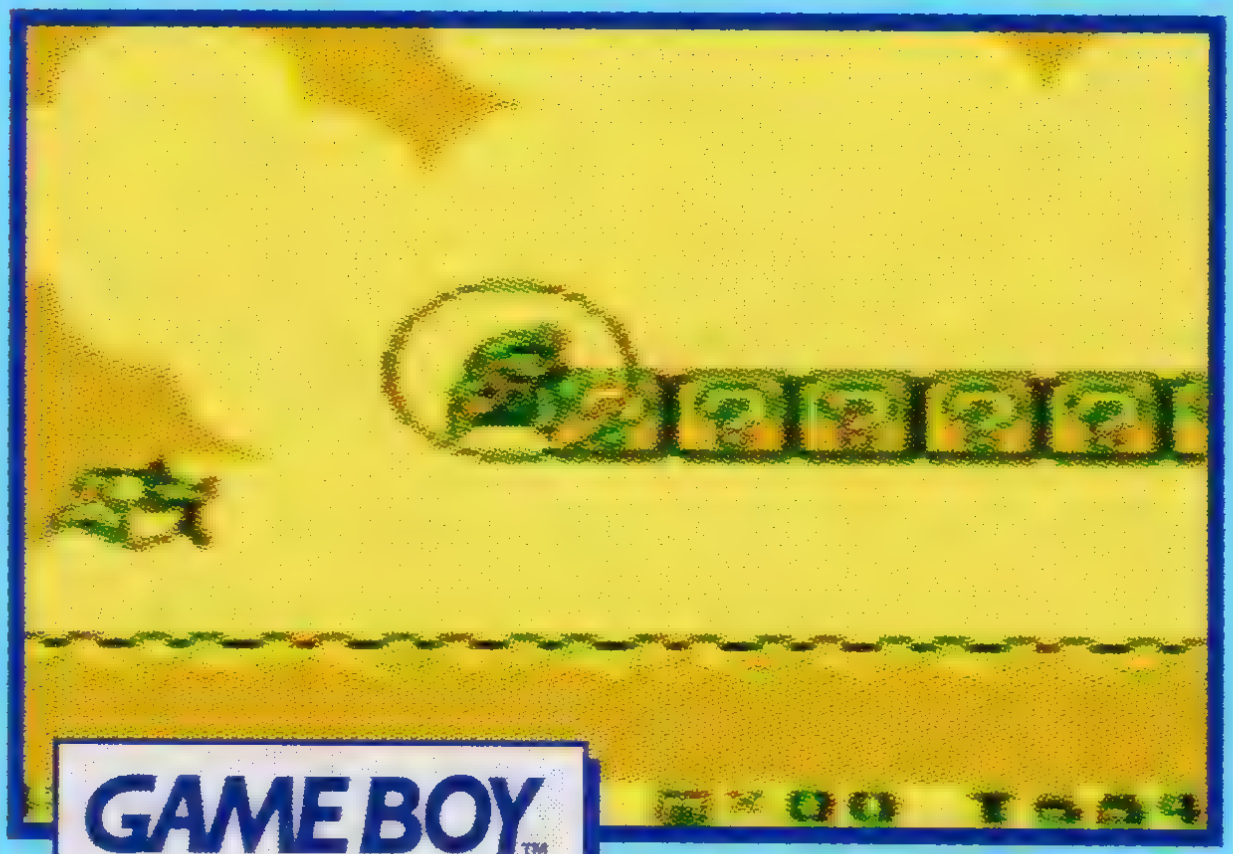
Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO LAND 2



GAME BOY™

Bonus Level — pop inside the bubble and collect the golden coins! The more Mario collects the bigger the bonus.

MERLIN COLLECTIONS

Nintendo®

121

™ & ©1993 Nintendo. All Rights Reserved.

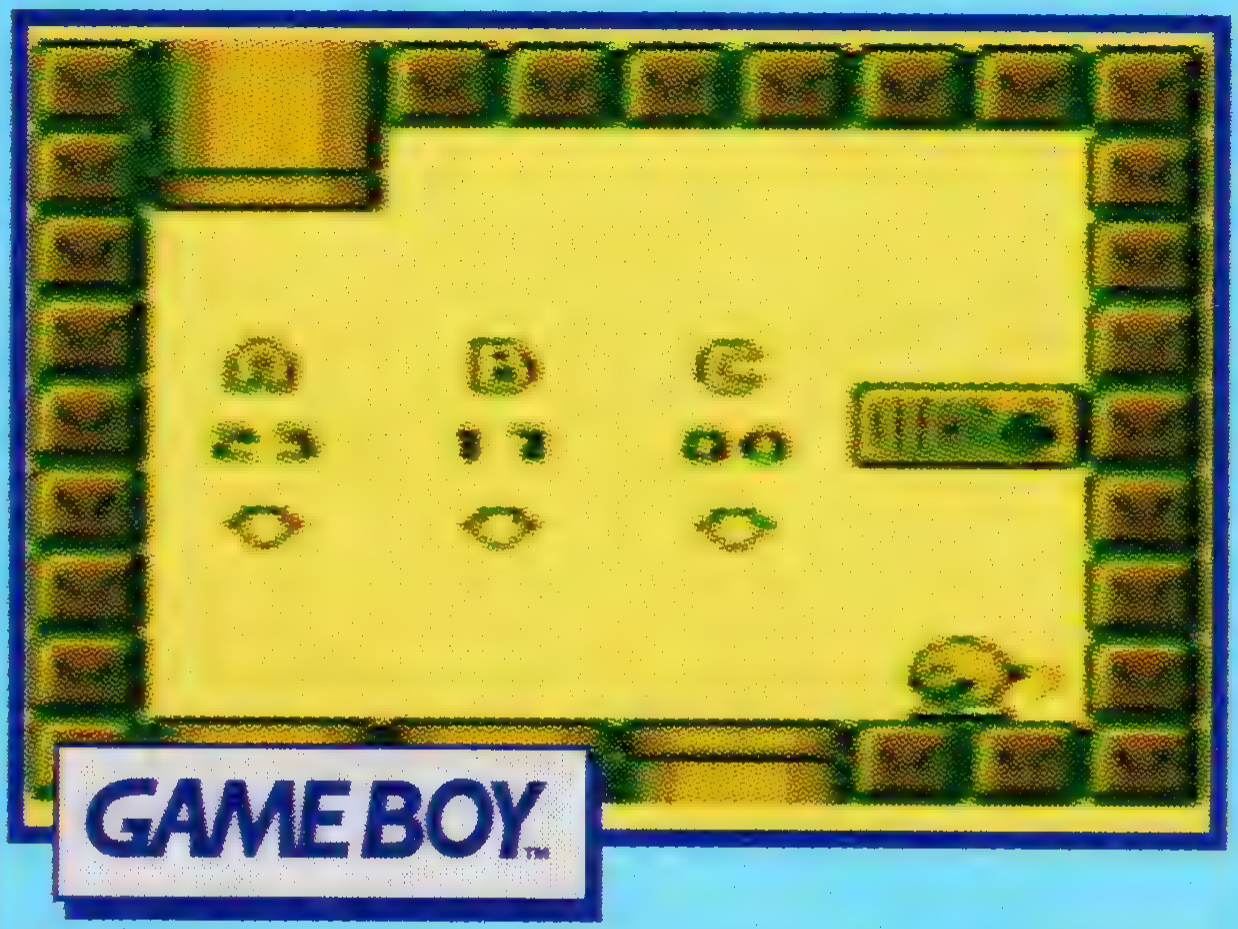
Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO LAND 2



The fun doesn't have to stop when you switch off your Game Boy. This game has a battery back-up feature which means you can save the action for later

MERLIN COLLECTIONS
Nintendo®
™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO LAND 2

GAME BOY™

Pumpkin Zone — hidden inside this level are all sorts of ghosts and ghouls. Tread carefully — ghosts give chase in this zone's darkest areas!

MERLIN COLLECTIONS

Nintendo®

123

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO LAND 2

Tree Zone — the giant tree of Mario Land is full of crazed creatures who have been taken under Wario's evil spell. Watch your step or you might be in big trouble!

MERLIN COLLECTIONS

Nintendo®

124

™ & ©1993 Nintendo. All Rights Reserved.

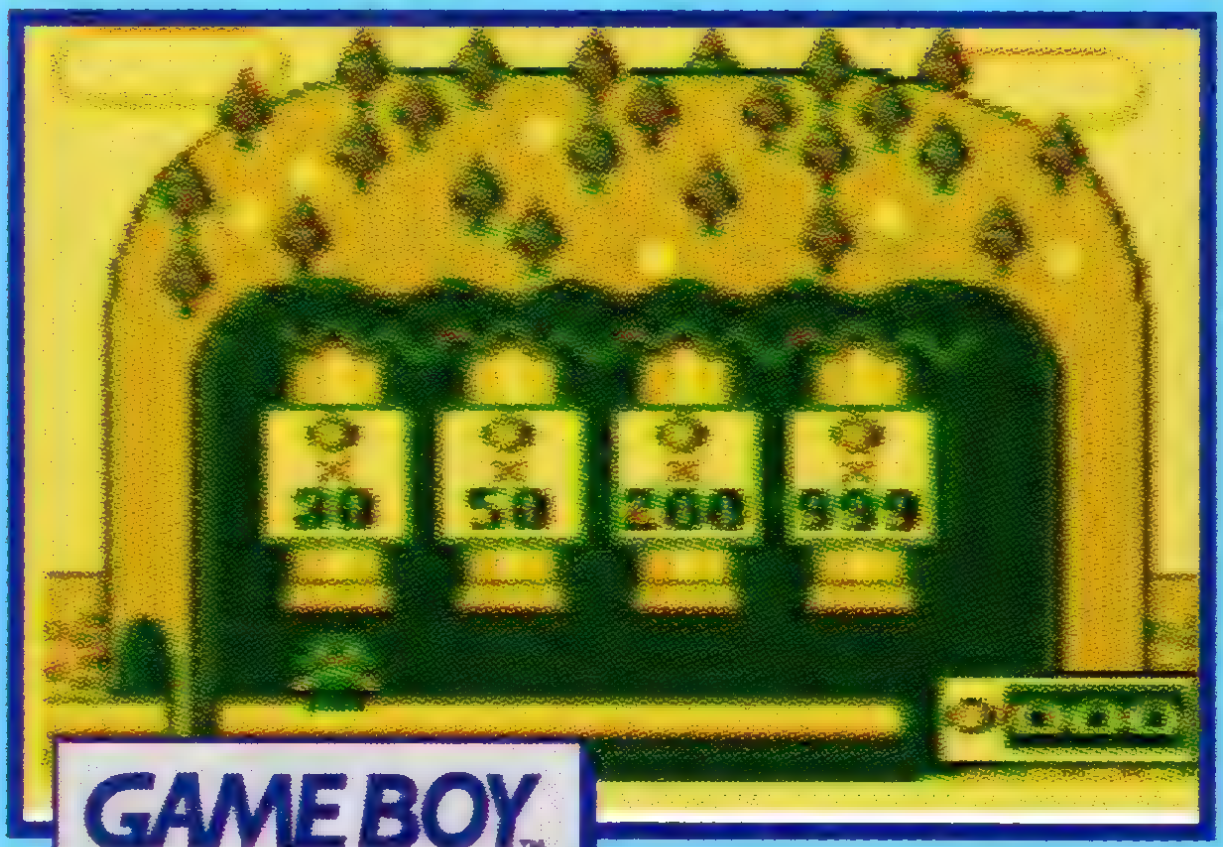
Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER MARIO LAND 2



GAME BOY™

The Fruit Machine — everyone needs a little bit of good luck now and again and at The Fruit Machine is where Mario could do with it most. Gamble some coins in this crazy casino!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER MARIO LAND 2

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

SUPER MARIO LAND 2

Castle Level — if Mario succeeds in his quest through the six zones of Mario Land he ends up at Wario's Castle where he will try and defeat the evil imposter and save the day.

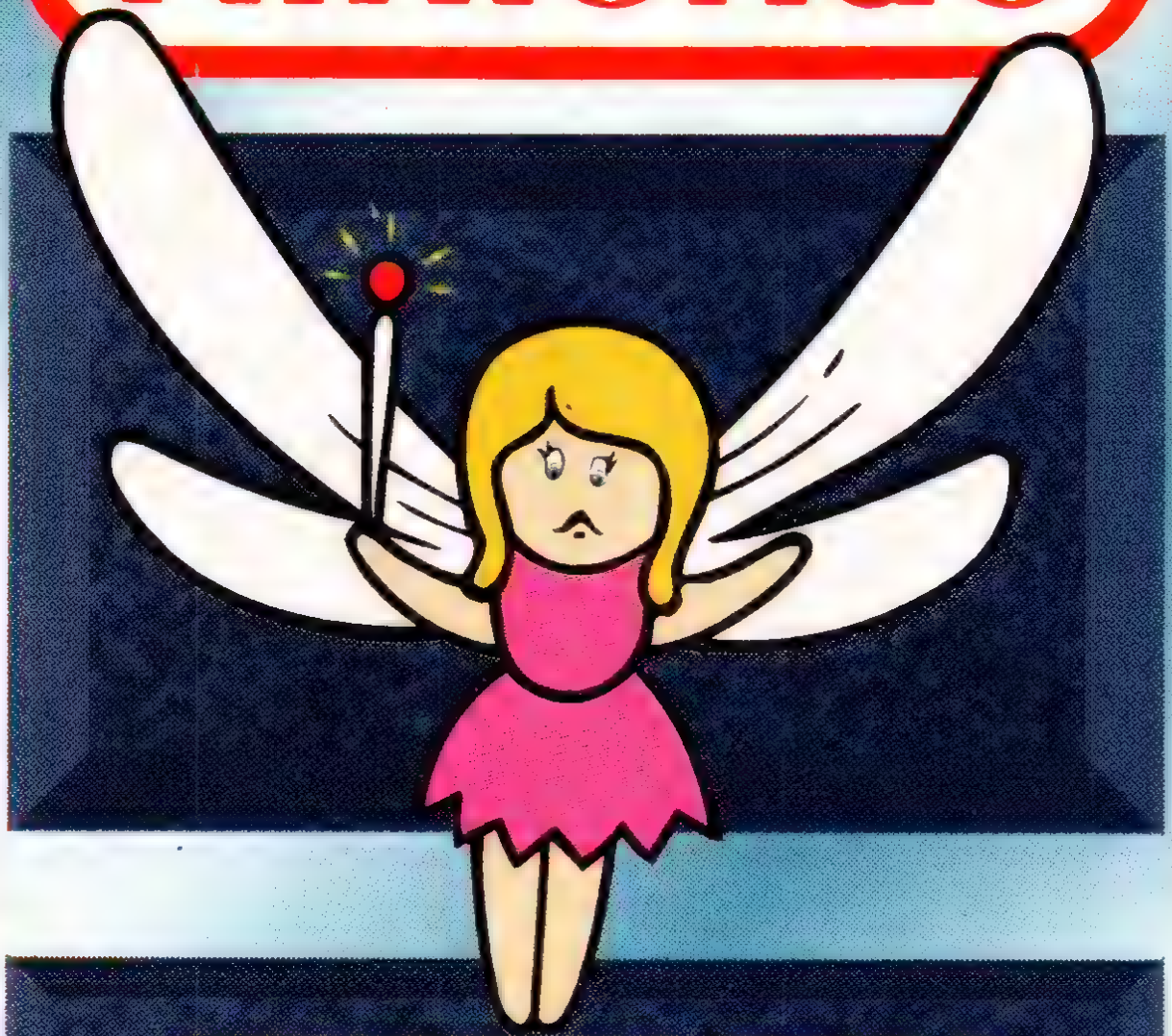
MERLIN COLLECTIONS

Nintendo®

126

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



LEGEND OF ZELDA

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

LEGEND OF ZELDA

When exploring the Dark World it's important to remember that the magic mirror can be used to enter the Light World at any time, leaving a warp zone.

Nintendo®

127

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

LEGEND OF ZELDA

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

LEGEND OF ZELDA

SUPER NINTENDO ENTERTAINMENT SYSTEM

Find the magic flute and it can be used any time in the Light World to quickly fly to any of the eight destination on the map, saving precious time.

MERLIN COLLECTIONS

Nintendo®

128

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

LEGEND OF ZELDA

SUPER NINTENDO ENTERTAINMENT SYSTEM

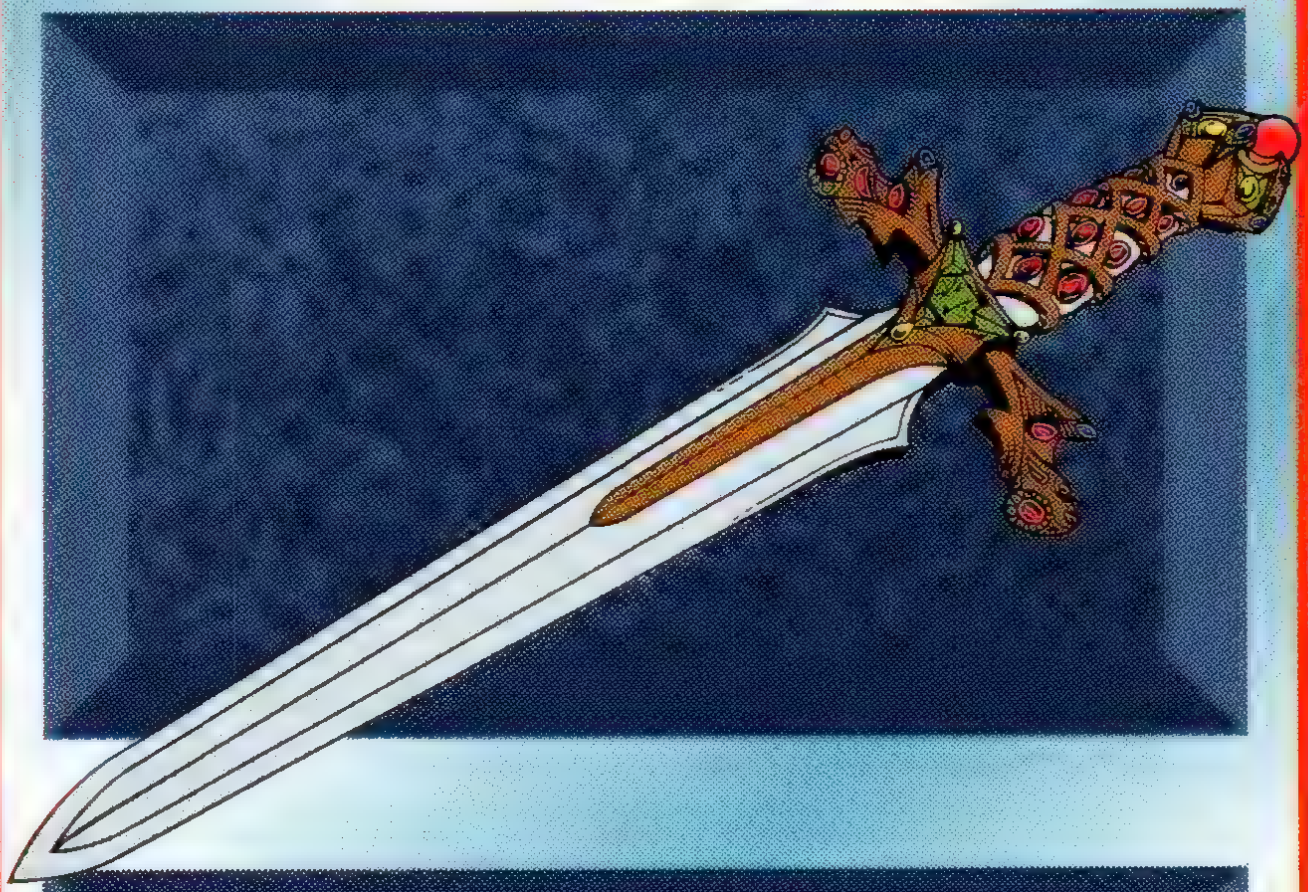
After collecting all the main icons take the boomerang, empty bottles and shield to the Waterfall of Wishing. Throw them in and the faerie will power them up!

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®



LEGEND OF ZELDA

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT ™

LEGEND OF ZELDA

SUPER NINTENDO ENTERTAINMENT SYSTEM

Energy can always be powered up with a visit to the faeries. Use the bug-catching net to put one in a bottle or walk into one for an extra burst of energy.

MERLIN COLLECTIONS

Nintendo®

130

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

LEGEND OF ZELDA

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

INTERNATIONAL Nintendo LICENSED PRODUCT™

LEGEND OF ZELDA

It's a good idea to ensure you have maximum energy, magic and armour before entering the lairs of any bosses. It will help to even up the odds a little.

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

DR. MARIO

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

DR. MARIO

The vitamins always enter the bottle facing the same way as Dr. Mario is holding them. This is useful to know just in case you need to slide or flip one in a hurry!

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

DR. MARIO

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

DR. MARIO

ENTERTAINMENT SYSTEM®

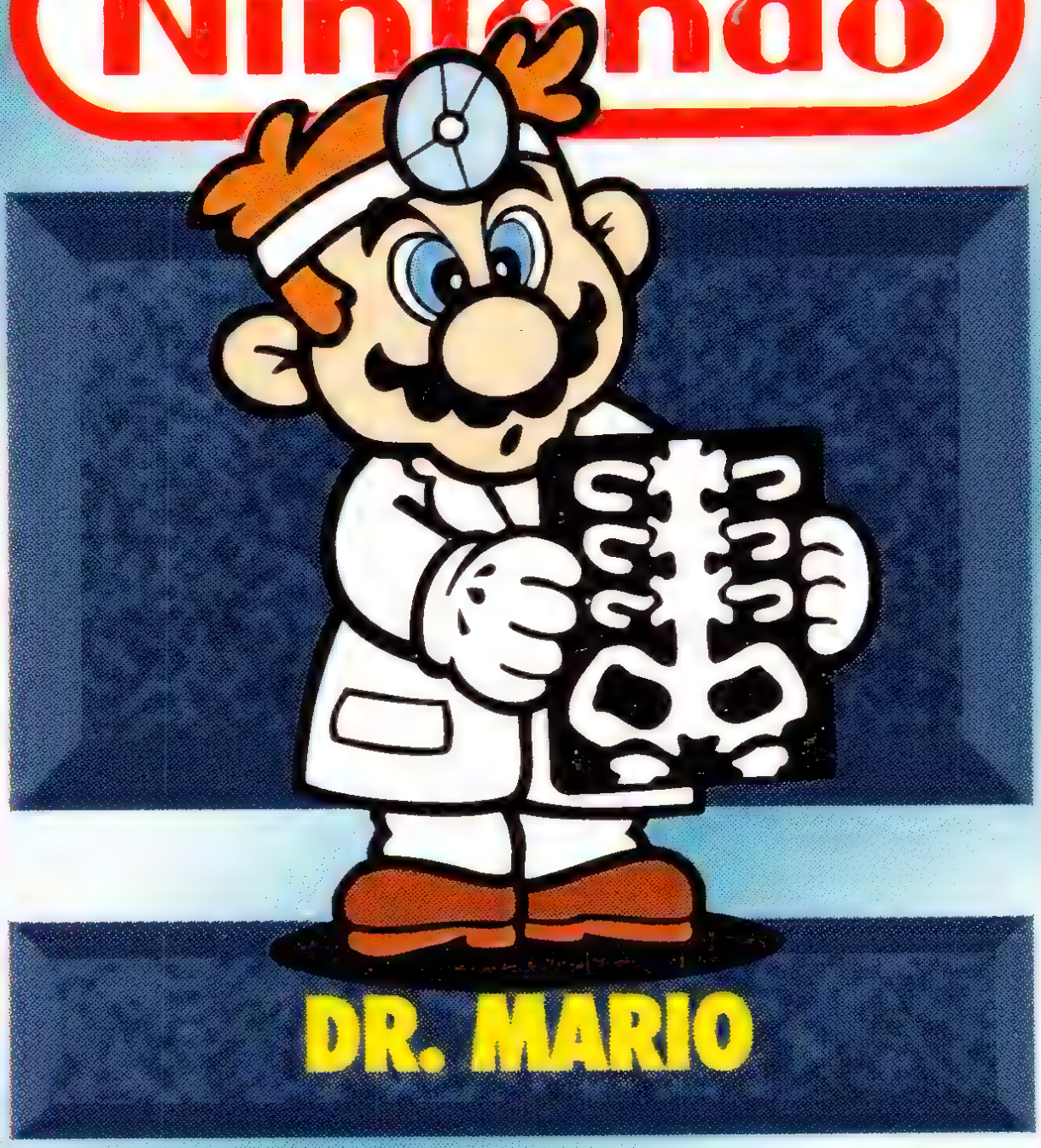
To avoid getting lines stuck in the bottle-neck, place solid coloured vitamins upright on the viruses closest to the top of the bottle. That way you'll give yourself more breathing space.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

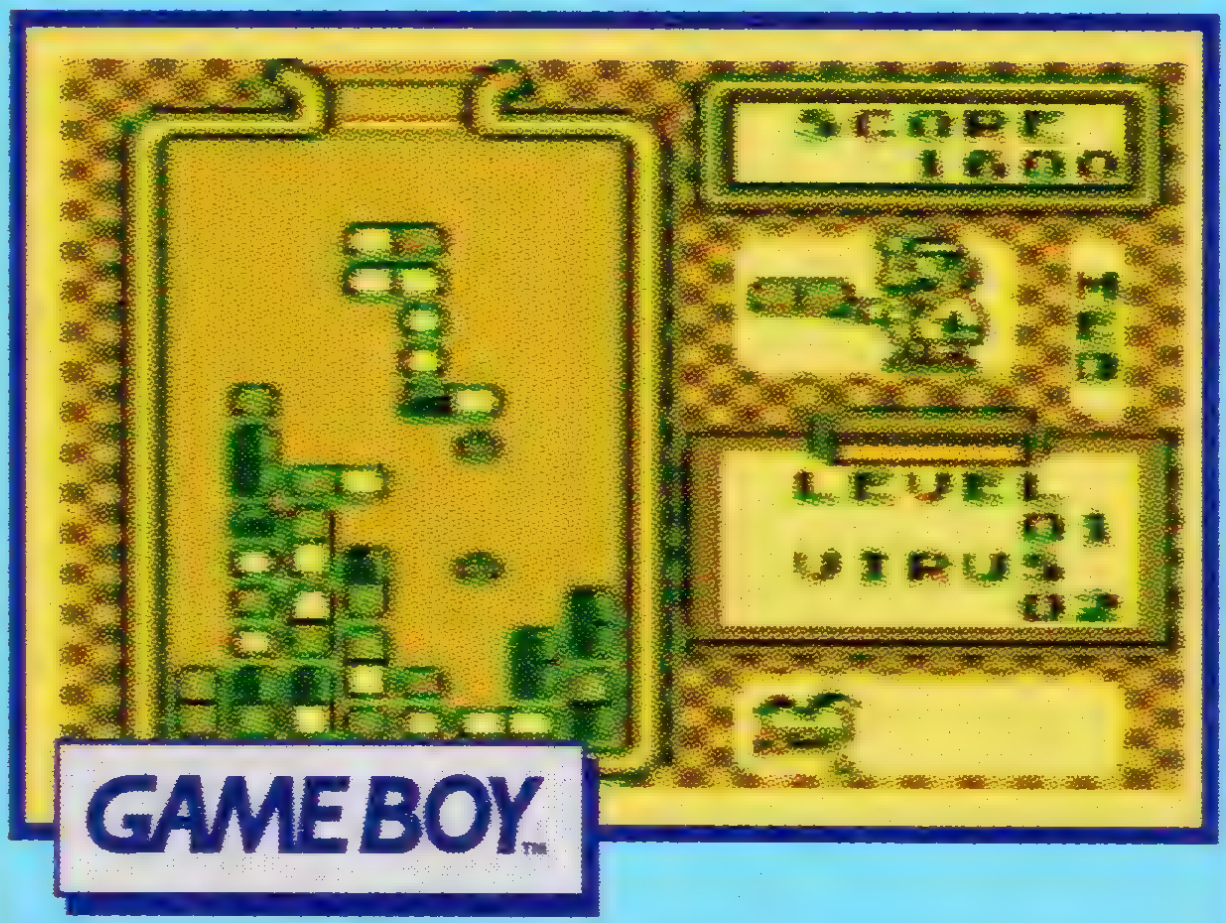
Nintendo®



GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT ™

DR. MARIO



GAME BOY™

If you have a vitamin and nothing to match it with, place it in a row without a virus. Otherwise, you add to the length of time you need to get to the virus.

MERLIN COLLECTIONS

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

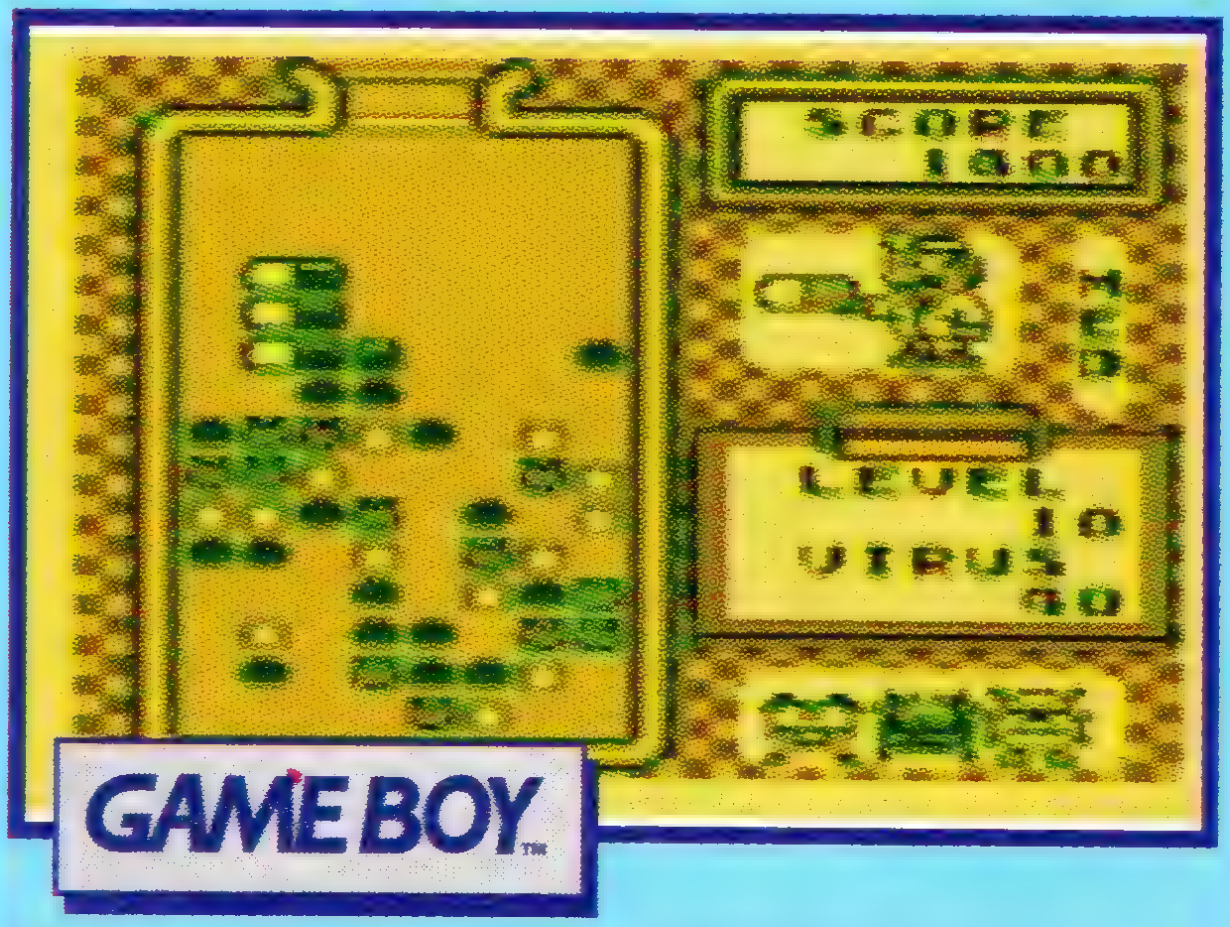
Nintendo®

DR. MARIO

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT ™

DR. MARIO



If you only need one more section to fill up a row of four, place the vitamin on its side or end — you might be able to start a new row.

MERLIN COLLECTIONS
Nintendo®
™ & ©1993 Nintendo. All Rights Reserved.

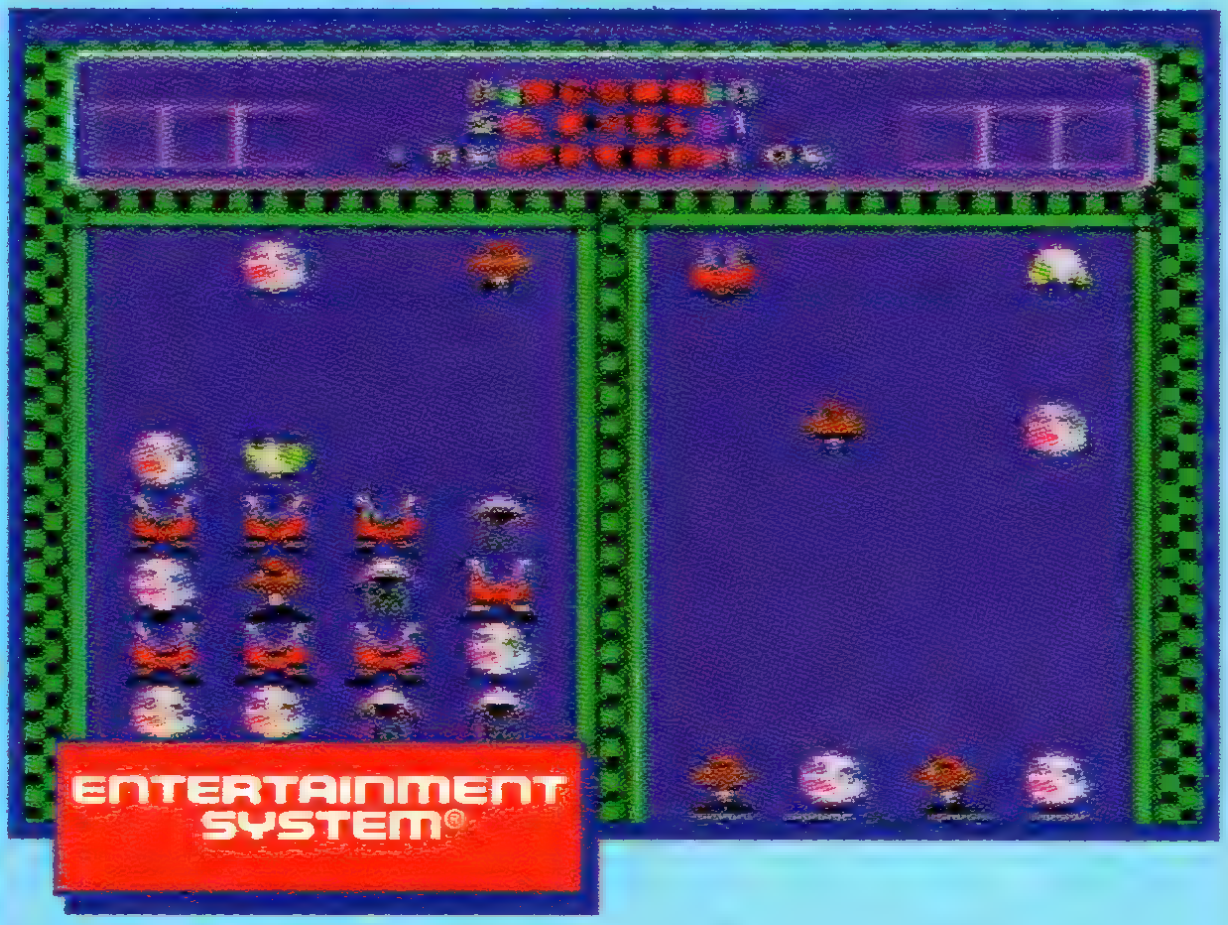
Nintendo®

MARIO & YOSHI

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT ™

MARIO & YOSHI



To keep lines to a minimum, stack two of the same character and they both disappear. Sandwich falling characters between eggshell halves. The more the better.

MERLIN COLLECTIONS

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SPECIAL CARD

INTERNATIONAL Nintendo LICENSED PRODUCT ™

MARIO

Mario is the most popular Nintendo character of them all. But did you know he made his screen debut in 1981 in the arcade game Donkey Kong. Since then he has appeared in Super Mario Bros 2(1988) Super Mario Bros 3 (1990), Super Mario Land (1991), Dr Mario (1991), Super Mario Land 2 (1992), Super Mario World (1992), Super Mario Kart (1992) and Super Mario Kart (1993). These great games have sold over a staggering one million copies worldwide. When he's not rescuing princesses, Mario's hobbies include: running, jumping, flying, swimming and space travel!

Nintendo®

™& ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER FX

SUPER FX

SPECIAL CARD

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER FX

The reason StarWing looks so good is all due to an amazing breakthrough in chip technology for the Super Nintendo — the Super FX co-processor chip. Designed in the UK by Argonaut Software Ltd, the Super FX chip uses RISC (Reduced Instruction Set Chip) technology to speed up the Super Nintendo by doing all the hard maths for it. This means that these calculations are done up to six times faster — so it's no wonder StarWing is brilliant. Keep your eyes open — Nintendo have plans to bring out three more Super FX games in 1993.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

SUPER NINTENDO

SPECIAL CARD

INTERNATIONAL Nintendo LICENSED PRODUCT ™

SUPER NINTENDO

The Super Nintendo marks the arrival of a new era of games playing. The console is powered by a super-fast 16-bit processor which makes amazing graphic effects like 360 degree rotation, 3D scaling and multi-layer parallax scrolling a piece of cake. Add to that 32,000 colours, dozens of sprites on screen at any time, multi-channel CD quality sound, loads of great games (Street Fighter II, Super Soccer and Super Mario World, to mention a few!) plus awesome accessories like the Super Scope light gun and you've got the future of video games today!

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

ENTERTAINMENT SYSTEM®

NES

SPECIAL CARD

INTERNATIONAL Nintendo LICENSED PRODUCT ™

NES

This is the console that started the whole craze! The eight-bit Nintendo Entertainment System features excellent graphics and sound, plus some of the greatest games ever created — Super Mario Bros. 1, 2, 3, The Legend Of Zelda, Mega Man and Tetris to name just a few!

There's a choice of different game packs including the Action Set featuring the Zapper Gun and the widest range of peripherals of all the consoles — the NES Max and Advantage joysticks plus the Four Score multi-adaptor which is ideal for games like Nintendo World Cup.

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

Nintendo®

GAME BOY™

GAME BOY

SPECIAL CARD

INTERNATIONAL Nintendo LICENSED PRODUCT ™

GAME BOY

There's only one way to have all the fun of Nintendo video games anywhere and at any time. The Game Boy provides the best in Nintendo games in a portable package. It's the perfect choice for playing at home or on the move and there are loads of great games to choose from — Super Mario Land, Super Mario Land 2 and The Legend of Zelda! Featuring a snazzy LCD screen, stereo sound, contrast and volume controls plus a headphones socket the Game Boy has everything you need for professional portable games playing!

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

CHECKLIST PART 1

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

CHECKLIST PART 1/3

There are 144 different Nintendo Cards to collect — check yours against this list!

Super Mario Bros. — NES

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Super Mario Bros 2. — NES

21	22	23	24	25	26
27	28	29	30	31	32

Super Mario Bros 3. — NES

33	34	35	36	37	38	39	40	41
42	43	44	45	46	47	48	49	50

Legend of Zelda — NES

51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

nten

CHECKLIST PART 2

ENTERTAINMENT SYSTEM®

INTERNATIONAL Nintendo LICENSED PRODUCT™

CHECKLIST PART 2/3

There are 144 different Nintendo Cards to collect — check yours against this list!

Adventure of Link — NES

71 72 73 74 75 76 77 78
79 80 81 82 83 84 85 86

Super Mario Land — GAME BOY

87 88

Starwing — SUPER NINTENDO

89 90 91 92 93 94 95 96 97 98

Super Mario Kart — SUPER NINTENDO

99 100 101 102 103 104 105 106 107 108

Super Mario World — SUPER NINTENDO

109 110 111 112 113 114 115 116 117 118

Nintendo®

™ & ©1993 Nintendo. All Rights Reserved.

do®

CHECKLIST PART 3

GAME BOY™

INTERNATIONAL Nintendo LICENSED PRODUCT™

CHECKLIST PART 3/3

This is the final of 144 different Nintendo Cards to collect — check yours against this list!

Legend of Zelda — **SUPER NINTENDO**

127 128 129 130 131

Dr. Mario — **NES**

132 133

Dr. Mario — **GAME BOY**

134 135

Mario & Yoshi — **GAME BOY**

136

Special Cards — **NINTENDO COLLECTION**

137 138 139 140 141

Check List — **NINTENDO COLLECTION**

142 143 144

Nintendo®

144

™ & ©1993 Nintendo. All Rights Reserved.

COLLECTOR CARDS

CONTENTS 25 CARDS

Nintendo®

BE PROUD OF YOUR COLLECTION! KEEP YOUR CARDS IN MINT CONDITION IN OUR SUPERB BINDER !

Merlin's superb Nintendo® plastic ring binder comes complete with enough "clear wallet" pages to keep all 150 cards from the exciting collection. The binder is available by mail order only, so order now by sending a cheque or postal order for £ 7.99 to

Nintendo® BINDER OFFER
MERLIN PUBLISHING INTERNATIONAL
18 VINCENT AVENUE
CROWNHILL
MILTON KEYNES
MK8 OAW

The price includes postage & handling. Please note: We can only accept payment in sterling.

TM & © 1993 Nintendo. All rights reserved

5 018819 000697 >